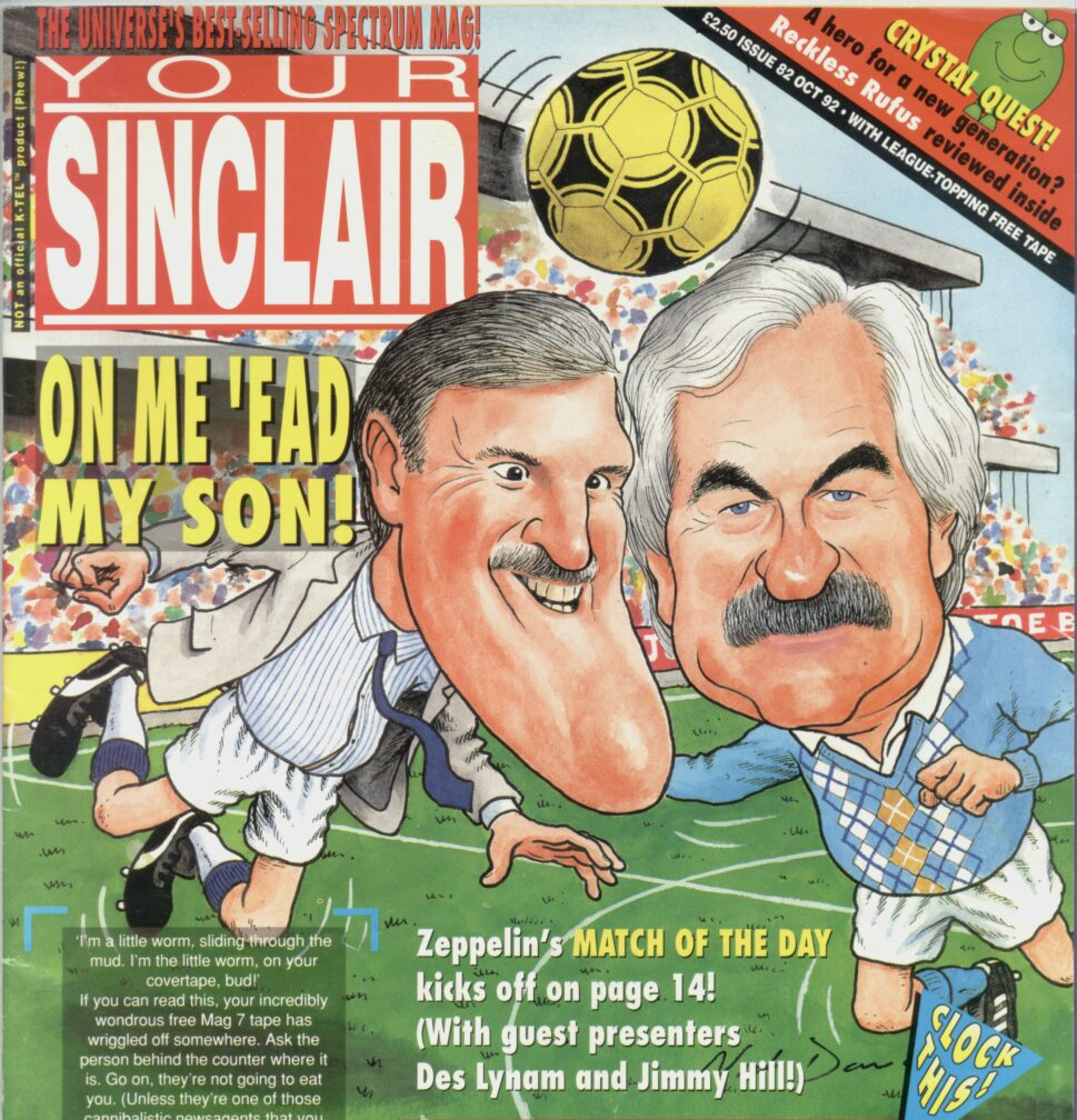
THE UNIVERSE'S BEST-SELLING SPECTRUM MAG!

YOUR SINCLAIR

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CRYSTAL QUEST!
A hero for a new generation?
Reckless Rufus reviewed inside



ON ME 'EAD MY SON!

'I'm a little worm, sliding through the mud. I'm the little worm, on your covertape, bud!'
If you can read this, your incredibly wondrous free Mag 7 tape has wriggled off somewhere. Ask the person behind the counter where it is. Go on, they're not going to eat you. (Unless they're one of those cannibalistic newsagents that you hear so much about these days.)

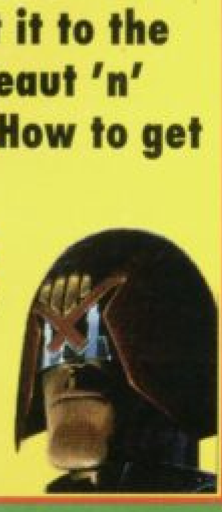
Fill it in! Fill it in! The clues are on page 57.

Zeppelin's MATCH OF THE DAY kicks off on page 14! (With guest presenters Des Lyham and Jimmy Hill!)

CLOCK THIS!

Nagasaki's got the salt! Tag Team Wrestling reviewed inside ● Half-shell action – Turbo the Tortoise mapped and tipped ● The SAM Adventure System is here – we put it to the test ● Giant giveaway! Win 250 beaut 'n' brill Beyond Belief games ● Plus! How to get your hands on a free YS T-shirt!

FLIP!
The Ultimate Guide To Life, Love and Loofahs!



Flix: Glengarry Glen Ross reviewed – it's angry! ● Comix: Judge Dredd – The Megazine perused ● Killer Kolumn: Is the Dr Who of the '90s nearly here?

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YOUR SINCLAIR ABC 40,648

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There's good news on the Save Our Speccy front this month, Specchums. Gremlin have umm-ed and ahh-ed and finally decided that *Nigel Mansell's Grand Prix* should be released on the Speccy. Hurrah! Unhappily, they're not convinced that *The Legacy of Sorasil - Hero Quest 2* would do that well on the Spec, so we won't be seeing that. Boo!

Hold that sad note for a little longer, we've got a new circulation figure and it's less than it was before. It could be tonnes worse and I'd like to personally thank each of you for sticking with the best Spec mag in the universe. 40, 648 is a lot of people to love, but there's all the time in the world!

Finally, film fans among you are probably wondering when the films we review are going to appear at a cinema near you. Well, Freddie as FR07 is out now, Strictly Ballroom opens on the 16th of October and Glengarry Glen Ross on October the 30th. There's some dates for your diaries and here's a goodbye.

Goodbye
Lots of love,



14 MATCH OF THE DAY

Have you ever wondered what it'd be like to rub shoulders with all the big cheeses of the footie world? Imagine discussing goals with Jimmy and Des, imagine firing your star striker, imagine... Well, stop dreaming and do it. Yep! The impossible is now attainable – all you need is your Speccy, *Match of the Day* and this review.



NEXT ISSUE ON S

OCTOBER • 82

REVIEWS

PREVIEWS

THE REGULARS

8



Beyond Belief compo

What have *Biff, Snare, Devastating Blow, Jimmy's Super League* and *Jimmy's Soccer Manager* all got in common? That's right – we're giving 'em away.

58



Free YS T-shirt!

They're fab, they're groovy and, for this issue only, they're free. Turn to page 58 for more details. Creepers!

48

FLiP!

Moody real estate agents ahoy in Glengarry Glen Ross. Jack Lemmon, Al Pacino and lots of swearing are the stars in this office drama. It's got tension, it's got emotion - but is that enough? What's the link between a new SF television series and Lenny Henry?



Find out in the terribly knowledgeable Killer Kolumn from Outer Space! Plus! The non-libellous connection between Michael Jackson and plastic! Meanwhile, Comix gets down to some serious violence as we revisit the early days of Judge Dredd then have a look at his bang-up-to-date adventures in the Megazine. So exciting, you'll have to go for a quiet lie-down afterwards.



ALE OCTOBER 1ST



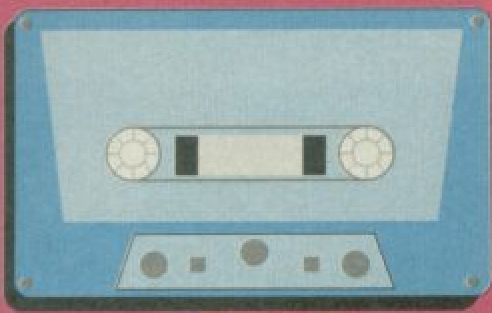
Position: Editor ● Fave strip: Celtic ● Most useful tactic: Leaping and jumping six feet in the air to head rogue balls. ● Footie memory: Playing 'pass-the-ball-under-your-chin' in 1978.



Position: Art editor ● Fave strip: Argentina ● Most useful tactic: Ball? What ball? I haven't seen it all day. ● Footie memory: England vs West Germany, 1990. We should have won that one.



Position: Staff writer ● Fave strip: England ● Most useful tactic: Refusing to play. (It really confuses the Germans.) ● Footie memory: Being unwanted by both teams and always picked last.



THE MAGNIFICENT 7

Put on your spangly trousers and shake your funky thang! Alternatively, settle down with a cup of tea and four games, a fab utility and a SAM demo! (Whatever tickles your fancy.)



WRIGGLER - it's a stonking complete game! (And it's just over there!)



Dive down to page five for our complete adventure THE ANTTILIS MISSION.



Zip-zip-zip along to page five for the lowdown on our utterly fabulous SPEEDLOAD utility!



Or scratch your head over MENTAL BLOCK on page five.



Leaf through to page six and take a trip back in time with Z-MAN. It's a golden oldie!



SAM owners buzz over to page six for LIGHT CYCLE!



And for naughty cheaty people - POKERAMA is on page six.

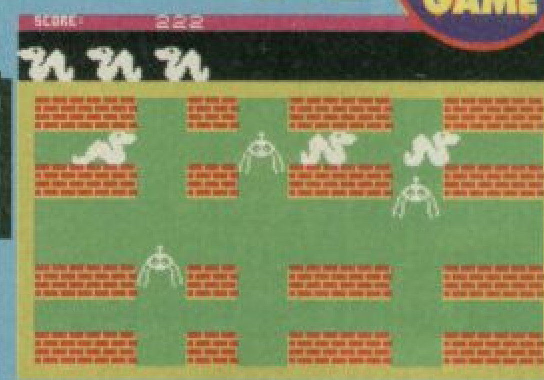
WRIGGLER



YS TOP 100 GAME

Romantic Robot

COMPLETE GAME



Look kind of haughty, don't they? It's that little upturned eyebrow that does it. You can almost hear them saying 'Out of the way, I'm an earthworm.' Or something.

The worm turns! Number 75 in the distressingly famous YS Top 100, *Wriggler* is a sports sim with a bit of a silly difference. You play an earthworm and you have to race against three other earthworms in the 30th Annual Maggot Marathon. If you thought that twenty-six mile jaunt Jimmy Saville does every year looked a mite tricky, then spare a thought for the invertebrate contestants in this 'un. The track starts in an ever so plez country garden, but rapidly unwinds into some nasty-looking scrublands before getting naughty and leading the poor wrigglers into Hell and Outer Space. In an effort to make the whole race a TV-ratings winner, the roguish event organisers have populated the various stages with all manner of violent creatures whose only thought is to beat up passing squirmies. Amber caramba!

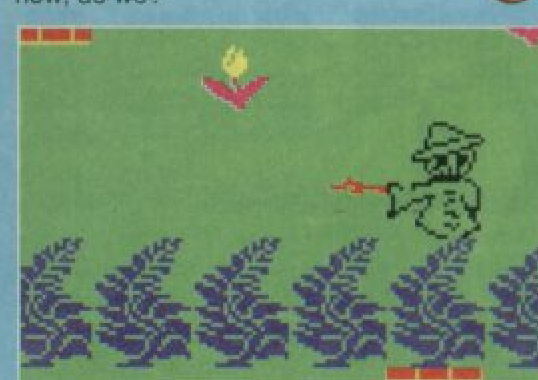
The mature, worldly-wise or just plain decrepit will be looking at the screenshots



Some bits of Wriggler are dead scary. You inch into a new room, flushed with success at avoiding the giant spider, and these jump out at you. Spook!

and thinking, 'Ah, a delightful arcade-adventure from the era of *Atic Atac*, where it seemed every second game had you plodding around a huge maze, collecting and using objects of remarkable obscurity.' Of course, they might be thinking, 'That's a nice bit of muslin. Young people today, they've got no manners. And the buses never run on time. Where's my cup of cocoa?' Sadly, we've no way of knowing. Such are the mysteries of the human mind. For the sake of argument though, let's assume they thought the first bit. They'd be right. As you slither around the *Wriggler* world, you'll come across all manner of objects, from bowls of cornflakes to parachutes. Most are tremendously useful later on. Tragically, you can only carry one object at a time, so you'd better be sure you know what you want before you start out. As a quick hint, everything comestible merely serves to replenish your leaky energy bar.

That's about all there is to it, apart from a word of warning about the denizens of the racetrack. Most of 'em are easily avoidable and just drain a bit of your energy if you knock into them, but the horrible spiders kill you outright. (You can tell they mean business cos of the way they stalk about on those spindly legs. Ugh!) The second nastiest nasties are the white ants. When you cross their path, they immediately drop everything and beetle after you. Eek, eh? And on that mildly scary note, we take our leave of the darn addictive *Wriggler*. Don't forget to close the gate on your way out – we don't want those squiggly earthworms escaping now, do we?



Mmm, a bowl of cornflakes. But just how will Mr Earthworm pick up the spoon? It's a mystery to us.

CONTROLS

Selectable keys or joystick
Fire to pick up/use object. BREAK to quit

ANTTILIS MISSION

Compass Software
Load in 48K mode

COMPLETE ADVENTURE

Do you watch Voyage To The Bottom Of The Sea on Channel 4 on Sundays? Brilliantly terrible, isn't it? Though I have to say that I much prefer Lost In Space. That Dr Smith and his scampish escapades. And the robot! "Danger, Will Robinson!" Ah me. But back to this frightfully good adventure. It's the everyday story of ZX3, an experimental nuclear sub that's crewed by a load of super-brainy androids. Alas, a radiation leak has caused them to go a bit funny, and instead of travelling the oceans of the world in search of exciting new varieties of shellfish, they've taken to constructing large missiles and targetting them on major European cities and Dundee. As Captain Jennifer Moonchild Alan Lettuceleaf Henson (your parents were mad, basically) you have to leap into the trusty mini-sub Anttilis and pop over to the ZX3, disarm all the missiles, decontaminate all the robots, save the world and knit a jumper. One of these tasks is not entirely vital to the success of your mission.

The Anttilis Mission is another game from the author of *The Blood Of Bogmole* – but thankfully, it's a lot (lot) easier. The main things to remember are, always carry the scanner and be sure you know where the decontamination chambers are. (There's one on the Anttilis, west of the control room.) If you get really (really) stuck in the first couple of moves, have a sneaky peek at that handy-dandy box down there. But no cheating! We trust you implicitly. *(Erm, but 'implicitly' doesn't mean 'about as far as we could throw you'. Ed)* Tch.

Handy Hints

From the start, UP, X HATCH, OPEN HATCH, ENTER, CLOSE HATCH, E, GET SCANNER, X CONTROLS, X PANEL, X DEPTH, PRESS BUTTON, W, D, X HATCH, X SIGN, U, W, GET TORCH, E, E, X DEPTH, when contact is lost CH until re-established, PRESS BUTTON, when ship shakes PRESS RED BUTTON, W, D, OPEN HATCH, D, X ANDROID, U, U, W, PRESS BUTTON to decontaminate android. And that's plenty to be getting on with! By the way, you should try reading the rest of the mag this way up. It's far more fun. Yip yip!



But even as Lieutenant Molasses stood poised above the lever that would send the depth charges spilling into the sea, Simon had to come out of the bath cos it was bedtime.

CONTROLS

Type in your commands. V gives the available verbs, INFO fills in the gaps in your adventuring knowledge. It's a dead useful command and no mistake, me hearties.

SPEEDLOAD!

NMS

PD UTILITY

Now this is a spanker. It's a short bit of code that sits at the top of memory and takes all the hassle out of fast loading/saving. All you do is **CLEAR 64035: LOAD""CODE** and you're ready to banish those long loading blues. When you want to use the routine, just tap in **RANDOMIZE USR 64036:** followed immediately by your tape command (eg, **RANDOMIZE USR 64036: LOAD ""** or **RANDOMIZE USR 64036: SAVE "MIMSY" LINE 10** or **RANDOMIZE USR 64036: LOAD "GRAPHICS" DATA A$** etc etc). *Speedload!* will do the rest. And it really is as easy as that. Stupendous! There are a few limitations with the routine – it won't load normal speed programs so for heck's sake don't lose your copy of the utility (back it up with **SAVE "SPEED" CODE 64036, 1324**). The second prob is, obviously you won't be able to use *Speedload!* on games cos they're protected an' all. However, it really comes into its own if you're writing a prog yourself, or have a collection of homegrown software, or loads of PD programs, or something.

So who have we to thank for this utterly lovely PD utility? Sadly, it seems nobody knows. The routine came with the *NMI 3* megademo, but wasn't written by the chap behind that. All we have to go on are the mysterious initials embedded in the code – NMS. So thank you, NMS – whoever you are.

MENTAL BLOCK

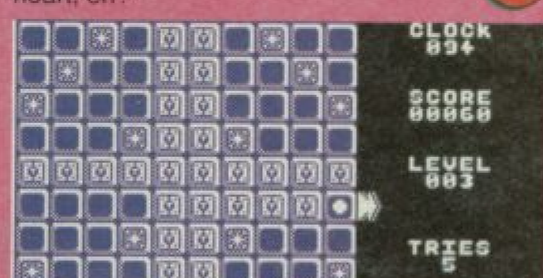
Mark Hutchings
Load in 48K mode

READER GAME

It was a sad tale. Jon found what he thought was the hardest game he'd ever seen, *Logo*, and popped it on the covertape. Instantly, several billion people wrote in with solutions and letters saying it was ever so easy, and he developed an extremely large inferiority complex. What were we to do? We couldn't face his broken sobbing while we were trying to put the mag together, so we locked him in a cupboard. But he kept banging his head on the louvre doors, so we had to jump into the covertape box and look for a magnificently difficult puzzle game. And hurrah! We came up with *Mental Block*. Basically, *Mental Block* makes *Logo* look like a, a, a really good Polish game involving lots of numbers and tiles. Ahem.

On each of *MB*'s fifty levels, there are a load of block tiles (that we'll call Blocks) and a load of power modules (that we'll call the Stimpson family from Trent). You, as the little round blobby thang in the middle of the screen, have to whizz around pushing the Stimpsons out of the arrowed exit. But! There are a few sneaky rules to spoil your fun. Or add to it substantially. Or something. Rule One is that the Stimpsons can wrap around the screen (ie, if you push one off the top of the screen, it'll reappear at the bottom). Rule Two is that the blocks can't. So you can't go pushing everything around willy-nilly, cos you'll end up trapped in a corner. Bah!

The final rule is, don't wear brown shoes with a blue suit. Erm, actually, that's more of a guideline than a rule. Each of the fifty levels has a password, and the newly-revitalised Jon has managed to get to Level Three. Pitiful, isn't it? By the way, if you do manage to complete the game in ten minutes flat, please write in and say you found it amazingly hard. Good staff writers are hard to come by, and as we have to make do with Jon in the first place, you can imagine the trouble we'd have if he suddenly dies of humiliation. Have a heart, eh?



Hello! Jon here. Look - I've managed to get to Level Three. Isn't that fabulous? It took me ages. And I've managed to reach Level Five of *Logo* now! (Collapses in tears.)

CONTROLS

Joystick or definable keys

Z-MAN

DJL Software
Load in 48K mode

READER GAME



Do you know there are one hundred and sixty-four dots in a *Pacman* maze? That's one hundred and sixty little 'uns and four power pills. It's true. *(No it isn't and you've still got three lines to fill. Ed)* Erm... on a good day I can solve the Rubik Cube in three-and-a-half minutes. And that's without the special book. Can I go now?

Eee, here's one that fair takes you back. (It's actually written in 16K!) There are far too many new-fangled and overly glitzy games around so we were all beaming round the old campfire when this gem arrived in the Shed. (We weren't beaming for long though, cos the old campfire set off the sprinkler system (actually Colin the publisher threw a bucket of water (wow, look, a bracket within a bracket. Is this some kind of record?) *(Get on with it. Ed)* through the window) and drenched us all). It is, as you've probably deduced from the clever title, a *Pacman* clone. Erm, and that's all we can say about it.





Rush around the maze, gobble the dots, the pills and the ghosts (in that order) then do it all again on the next level. (We interrupt this description to bring you an important newsflash. Sadly, the previous paragraph has failed in its attempt to have the most nested brackets in one sentence.) Incredibly old, graphically rather dodgy, sonically surprisingly good (it's all done with the beeper, folks!) and a truly excellent game to boot. Although we'd rather you played it for a bit first.

CONTROLS

Keyboard or Cursor or Kempston joystick and a tissue to wipe away those tears of nostalgia

LIGHT CYCLE

Daniel Cannon

PD DEMO

Erm, you're probably expecting another spanky Speccy PD demo in this slot. Well, erm, we did find one (and it was pretty spanky by all accounts) but tragically it completely refused to load. Honestly. So we had to replace it with this rather natty SAM demo at the last minute. Sorry. (Normal incompetence will be resumed next month. Oh, what a giveaway.)

Light Cycle is a playable demo of a brand-new game from *ZAT* magazine spin-off *SAM Quartet*. It's based on that bit in the old *Tron* arcade game where you whizzed around the screen on, well, a light cycle actually, drawing a huge trail and trying to get the other players to crash into it. This version is really neat – the graphics are pretty bad (well, what can you do with a load of lines?) but the gameplay stands up well, especially with the four (four! Four!) player option. It's easy-peasy to play, (just a bit crowded at the keyboard when you've a full complement of players), very hard to switch off, and there are full instructions (and loads of plugs for ZAT, hem-hem) in the title screen scrolly. (Just watch out for the computer players – they're horribly good.) By the way, if you fancy getting the full version, write off to the address on the loading screen. The one in the scrolly is wrong, y'see.



Okay, it's a boring screenshot. (Andy has just run out of the Shed screaming 'Come back *Astroball*! All is forgiven!') But the game's dead good. Honest.

CONTROLS

Joystick or definable keys

POKERAMA

Jon North

This month, to avoid the traditional silly business after submitting *Pokerama*, Jon bought a false beard, dressed up in a Luton FC football strip, changed his name by deed poll to Peter Beachball and moved to Harrogate. Tragically, he was arrested by the police on suspicion of being Micky Elbows, the notorious football-mad cat-burglar and occasional beard collector. (If anyone knows of a good lawyer in the Harrogate area who could keep a straight face during the defence, contact us at the usual address.)

'Framed' Northy's unjustly persecuted pokes this month are...

Myth	infy credits
CJ's Elephant	
Antics	infy lives
Skyhigh Stuntman	infy takes
Ninja Commando	infy lives
Kickbox Vigilante	infy lives
Bigfoot	infy lives
Bionic Ninja	infy energy



Myth is simply one of the best ever games on the Speccy. It's chock-full of thoroughly involving gameplay and utterly gorgeous graphics, and is stupidly big and lavishly lovely all over. And now you can cheat at it! Coo!

TAPE TRUBBS

Your YS covertape is one of thousands duplicated every month. While every effort is made to ensure each one loads first time, every time, inevitably some tapes will fail. If this should happen, don't panic! Just pack up your tape along with a sae and send it to YS Mag 7 No 18, October Issue, Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD. Please don't send it to us. Within 28 days, Ablex will send you a replacement tape. (I'm so terribly sorry. I just don't know what came over me.)

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Pssst

FOOTBALL CRAZY FOOTBALL MAD!

With the Football season just about to kick off (ahem) we thought we'd bring you the Shed Superstars. You probably won't know this, but the Shed crew really are the tops when it comes to a bit of a kick around. The current five a-side team is lined up below.

The goalie

The esteemed Ed positions herself in the goalmouth ready to deal with anything. Linda's bravest moment was the time she faced eight very big and muddy men who desperately wanted to score. "Eight in five a-side?" I hear you cry. Yep! Y'see, everybody had decided that the first side to score won. But both goalies were so smart that nobody could get the ball past them. After five hours of play it started raining, three hours later it stopped raining and still nobody had scored. The players were cold, wet and hungry so they decided to join forces. Linda found herself facing defeat, but she stayed her ground and eventually the players turned around and started attacking the other goal. The ball slipped into the net and Linda knew the meaning of pride!



Get up Linda! The other side is attacking! This is no time to be taking a nap, you know.

The Forward #1

Colin Campbell, YS's new publisher, is a very impressive footballer. Colin was given a tiny silver football at his christening and the strange looking lady who gave it to him said that he would go down in history as the saviour of Accrington Stanley. (Aunt Gladys Campbell was carted off to the local funny farm immediately after the ceremony.) After years of hanging around the local footie ground, and showing off his dribbling whenever the manager appeared, Colin was offered a place on the junior squad. After just four months he was promoted to the real team. As part of an elaborate initiation ceremony Colin was forced to spend two hours in the deep freeze department of the canteen which caused the tendons in his left calf to sieze up. He hasn't really been the same since, but he's the best forward we can manage.



Colin's actually grown his hair since this shot was taken. He's now got a sort of tail.

The Forward #2

Andy O obviously knows a few things about coloured pencils, but did you know that he used to be a football coach? Oh yes! Many beloved kneecaps have undergone Andy's rigorous regime of press-ups and squat thrusts. As well as scoring the odd goal now and then, Andy spends a lot of time haranguing the rest of the team. He can be incredibly forceful at times and once made Linda eat three Shredded Wheat. She couldn't move for hours - she was that full. (But they were only Mini Shreddies! Andy) As coach, it's up to Andy to make sure the team are fit, healthy and raring to go. About a week before a match Andy bans the team from drinking anything other than milk or water, all crisps and sweets are disallowed and they're all put on a strict diet of porridge and skinless breast of chicken. This woefully inadequate lifestyle is probably the reason why the team have yet to win a game.



What stupendous ball control! Rah rah Andy O! (Just a pity it was an own goal really.)

The Defender #1

Jon Pillar is not the best defender in the world, but he must be one of the laziest. Whenever the Shed Superstars play you can be sure that Jon'll be as far away from the goal as possible with a book in one hand and a Mars Bar in the other. If the ball lands anywhere near him he gives it a really nasty look, turns his back on it and carries on reading. He does exactly the same whenever another player approaches him, this always completely confuses them. Jon's moment of glory was the time he kneed a very big defender in the stomach and got sent off. He'd been resting his book on his raised knee when a member of the opposite team ran into it. The ref threw Jon off for negligent behaviour and Jon's been trying to repeat the trick ever since.



You can't fool us, Jon. It's not you at all, just a big plastic facsimile. (Foiled again. Jon)

The Defender #2

We've relaxed the rules a bit to allow Stuart (no relation to Colin) Campbell to make up the necessary numbers. Stuart is a very passionate footballer, as soon as he gets on that pitch he's all out to win. It was this kind of attitude that got him knocked out. One rainy afternoon a match was going particularly well but then it looked like the enemy were about to equalise. Stuart, with no thought for his own safety, stepped between the beefy attacker and the goal and proceeded to stop the ball from reaching its desired resting place - with his nose. As he lay on the ground, pale apart from the area around his nose, we thought - 'That was a bit of a stupid thing to do.'



Affect a Scottish accent and shout 'Ow, my nose.' Now you're doing the Stuart!



BELIEVE IT!





Play a giant bungy and run away from marbles. Eek- a- mercy!

It was Friday afternoon in the Shed. Everyone was sipping cups of coffee (or tea) (or hot chocolate) (or the unidentifiable substance you get from the drinks machine if you press the dreaded Button D) and laughing madly at Andy's Screamin' Jay Hawkins tape. Suddenly! We had a phone call from Jim Scott of Beyond Belief. He was in a friendly Friday-afternoon-sort of mood and wanted to give us fifty sets of Beyond Belief games as prizes for a YS compo. How could we possibly refuse? Yup, you could win one of fifty sets of *Devastating Blow, Snare, Jimmy's Soccer Manager, Jimmy's Super League* and *Biff*. Great trembling cornfields! *Snare* was a YS Megagame and *Biff* was one of Linda's fave games of the year (and the others are pretty spanky as well.) To win one of these splendiferous prizes, just answer this incredibly tricky question...

○ What's the name of Beyond Belief's mascot? Is it (a) W Scribo, (b) John Major or (c) Arthur Not-the-right-answer?

Dash your answer down on a postcard or the back of an envelope and send it off to *"It's Not John Major"* Compo, YS Compos, YS, 29 Monmouth St, Bath BA1 2DL. Peasy!

NEW BOSS IN THE SHED!


It's Colin! Basically.

It seems like we're saying goodbye to somebody every month at the moment. The latest person to make a dignified exit from the Shed is our erstwhile publisher, Jane Richardson. Jane decided that she had far too much work to do and so she did the sensible thing – she delegated. (This is a very clever way of getting out of lots of work!) The first we in the Shed knew of this was when Jane came round and ordered us to clean the Shed. We were intrigued – she'd never shown an interest in our hygenic state before. Well, clean we did! By the time we'd finished you could see through the windows and various insects were scurrying around the garden looking for new homes.

Jane returned (when we'd finished tidying up) with a very long roll of ribbon which she wrapped around the Shed in a great big bow. Then she fetched a bloke from the big Future Publishing building at the top of the garden and introduced him as our new publisher and let him cut the ribbon. It was all very formal! Colin Campbell used to be the Deputy Editor of Amiga Power under ex-YS Ed Matt Bielby, before moving on to become Ed of Commodore Format. He then became Managing Ed of indie mag Siren, sussed that out and decided to have a go at publishing ST Action, Amiga Action and GB Action. (Phew!) And now he's decided that his future lies wih YS. Ain't that sweet!

T-ZERS

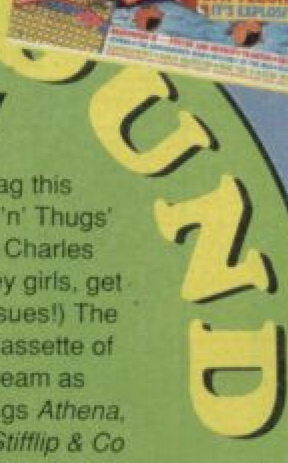
OOPS!

Apologies are due to the King Features Syndicate. They own the rights to the Popeye character and you should have been able to read these words on last month's cover – (c) (1992) King Features Syndicate, Inc. Sorry.

○ It's hard, it's hefty and it's got a big digit! It's Street Fighter 2, and it's US Gold's big Christmas release. (See, we told you they hadn't abandoned the Speccy altogether.) Substantially more news on this ooh-looks-a-bit-of-a-stonker game next month.

○ It has come to the attention of your favourite gossip column that the trade paper CTW has been printing stories about Zeppelin pulling out of the Speccy market. Pah! T'zers instantly rang Zeppelin homeboy DJ Rappin' Dazza J and gave him the third degree. "It's just not true!" squeaked Rolf Harris's ex-backing guitarist as T'zers snarled expressively down the line. "We've got releases lined up all the way to Christmas. And beyond!" So remember, folks, don't believe everything you read. Unless it's in T'zers, of course. In which case it's the gospel truth. Probably.

○ Cast your mind back to last month, when T'zers told you that Alternative were launching a new full-price label. Well, they've finally thought up a name for it. So put your hands together and welcome the one, the only Admiral Software!



Kind of flies out of the page at you, eh?

THE FUTURE ENTERTAINMENT SHOW

Contrary to reports in last month's Pssst, Future Publishing have not built the biggest computer in the last five years. They are in fact hosting the biggest computer *show* in the last five years. The Show has joined forces with a new ITV computer show called Bad Influence (ahem). What this basically means is that the finals of the National Computer Games Championships will be held at the Future Entertainment Show and broadcast live. The Championships have been organised by Future, who have also put up £20,000 in prize money. *(Crikey! That'd buy us a really swish new shed. Get practising, Jon! Ed)*

Over 50 companies have booked stalls at the show and it's hoped that the whole caboodle will pull in over 100,000 punters. If it does, it'll be the fifth biggest show in the country after the Ideal Home Exhibition, The Clothes Show and, erm, two other very big shows.

Future PUBLISHING

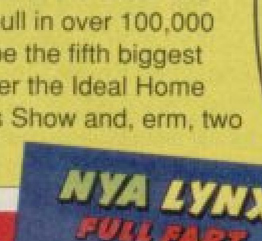
ROCK AROUND THE CLOCK

OCT 1987

Sex ahoy in the world's fave Spec mag this month! Not only were we promised 'Sex 'n' Thugs' on the cover, but there was a poster of Charles Bronson plastered across the middle! (Hey girls, get your copy whilst stocks last. See Back Issues!) The cover was graced with a most beautiful cassette of *Batty* which was described by the YS team as 'gargleblasting'. On the games side o' things *Athena, Sidewize, Renegade, Death Wish 3* and *Stifflip & Co* were all Megagamed. Anything else? Well, Transformers were the top toy; cheese, mayo and spring onion the fave sandwich; *Watchmen* the fave comic, *Double Dragon* the top arcade game, *Barbarian* the number one full pricer and *BMX Simulator* sat atop the budget chart.

FARTY

Those Swedish have got the right idea, eh Spec-chums? Recent ads for the Atari Lynx really set the record straight. Full fart indeed!



Thanks to Bizarre for the pic!

HEY HO LET'S GO!

Crikey! It's that wibbly bit before the reviews again. Basically. (Ahem.)

TOP TEN

This month Jamie Ellis has sent in his top ten favourite sweets. Well, we did say you could send in a top ten of anything whatsoever! The next time any of you send in your top tens, why not attach a photo. You could have your pic on the very same page as all those marvy jugglers!

- Snickers ice cream bar
- Lion bar
- Fruit Pastilles
- Milky Bar
- Chocolate chip Tracker bar
- Kit Kat
- Strawberry flavour chewits
- Fruit gums
- M and M's
- Ice poles

Send those top tens and photos to **Hey Ho Let's Go, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.**

CHARTS

1.	*Rainbow Islands*	Hit Squad
2.	*Bubble Dizzy*	CodeMasters
3.	*Graeme Souness Soccer M'ger*	Zeppelin
4.	*Italia '90*	Zeppelin
5.	*Multi-player Soccer M'ger*	Cult
6.	*Dizzy Down the Rapids*	CodeMasters
7.	*Robocop*	Hit Squad
8.	*Test Master*	E&J
9.	*Seymour Goes to Hollywood*	CodeMasters
10.	*Magicland Dizzy*	CodeMasters
11.	*Super Off Road Racer*	Tronix
12.	*Bubble Bobble*	Hit Squad
13.	*Golden Axe*	Tronix
14.	*Dizzy's Excellent Adventures*	CodeMasters
15.	*F16 Combat Pilot*	Action 16
16.	*American Tag Team Wrestling*	Zeppelin
17.	*First Division Manager*	CodeMasters
18.	*Treble Champions*	E&J
19.	*Pro Tennis Tour*	Hit Squad
20	*Lotus Turbo Challenge*	GBH

PENGUIN > CHARTS <

JOYSTICK JUGGLERS

What better way to spend an early autumn morning than on a muddy field, getting your shins kicked and your elbows muddy? No doubt the jugglers can think of loads!



Linda Barker Were you ever a girly by a football pitch, Linda? "You must be joking. I had much more constructive things to do with my Sunday mornings – like sleep, or go down the market. I used to feel so sorry for those girls who had to go and watch their boyfriends play football and then go to the pub and just sit there while the lads talked about what a good match it was. Nah! I'd rather take the dog for a walk and pick up some bagels. I like watching it on the telly though. Especially if there's things that I should be doing instead.



Rich Pelley Are you a star on the pitch, Richey? " I don't like to boast, but I used to be. I only started playing football so I could wear shorts and wow the girls, but then I got really into it. I was a striker, my right foot had more sense of direction than Gary Lineker's. I had to give it up in the end though, I couldn't handle those Sunday morning games. It was a choice between running around and getting muddy and watching The Waltons and, despite the fact that there were crowds of babes at the match, The Waltons won out. It's such a cool show. "



Jon Pillar Were you ever a member of the school football team, Jon? You're a tall chap, and that could be an assett. "As you might have gathered from the sly comments written elsewhere in this issue, I am not what is generally referred to as a sporty chap. I mean, Linda knows more about football than I do! Despite my lack of prowess on the field, I've got a soft spot for Addictive's *Football Manager World Cup Edition*. It was the first game I ever reviewed for YS and it had Kevin Toms on the box. I enjoyed Zeppelin's *Match of the Day* too, but I don't really enjoy wearing shorts."



Stuart Campbell Ah, Stuart, ace Scottish striker or what? "Oh, go away. I'm not talking to you, you slimey rat-eaters." What's the matter, what have we done? "What have you done? You've only upset and annoyed thousand of Scottish football fans. I bet you don't even care, you mouldy old doughballs. What on earth possessed you to put Jimmy Hill on the cover?" What's wrong with Jimmy Hill? "What's wrong with Jimmy Hill? He only insulted a whole nation, didn't he? It was a perfect goal from 30 yards and he called it a toe-poke! Och, I'm angry."

HIGH SCORES



Hurrah! It's the silver championship cup. Well, if you've got a silver championship cup you must be doing something right. We put all the fabbly lovely things about a game here. As opposed to..



Peep! It's a yellow card. Tch. We put all the gloomily disappointing thangs about a game in this box. Then we juggle the two scores and add a little sparkly magic to reveal the final verdict. Bingo!

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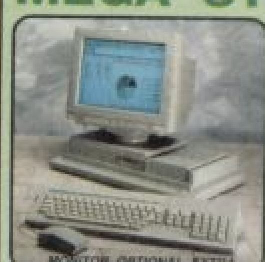
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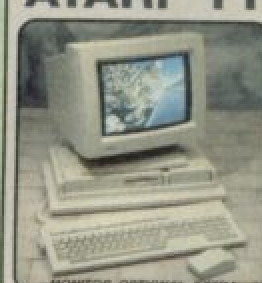
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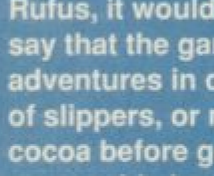
YS MEGAGAME

RECKLES[S]

Alternative/£3.99 cassette
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Reckless Rufus, eh? He's probably in a bit of trouble then. I mean, it's fairly obvious he's going to be trapped somewhere. If they'd called him Eminently Sensible Rufus, it would be a pretty safe bet to say that the game centres around his adventures in choosing the right pair of slippers, or making a nice cup of cocoa before going to bed at a reasonable hour with a good book. But they haven't. So I reckon he's going to be in a spot of bother. (Looks at instructions.) A-ha! I was right.



This Rufus fellow, it transpires, is stuck on an alien planet after foolishly hitching a ride with a disreputable deep space salvage company. Well, actually, 'hitching' is not quite the term. 'Sneaking into the cargo bay to avoid paying his fare cos he's a cheapskate' is, perhaps, more appropriate. Anyway, as crime does not pay etc etc, Rufus is caught by the crew the instant he tries to buy some liquorice from a deactivated robot. (It's a fundamental mistake that most stowaways make.) The Captain of the ship takes Rufus aside and explains, in a kindly, grizzled sort of way, that they'll happily take him on his way, provided he'll just beam down to a nearby and ever so not-dangerous-at-all planet and collect a few piffling rare crystals. Rufus agrees or, more accurately, falls for it.

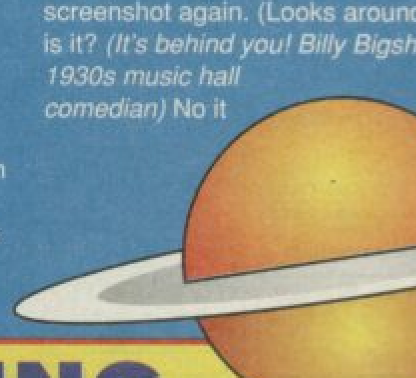
Hokay, so much for the plot. Onto the game itself, which (gasp!) is actually quite complicated. To help things, we've got one of those amazing annotated screenshots somewhere on the page. (Looks up and over to the right a bit.) Ah, there it is. You play Rufus (the space-hoppery sort of thing) and on each screen you have to pick up all the diamonds (the diamondy sort of things) while avoiding the aliens (the alieny sort of things). *(Yes yes, we get the idea. Ed)* This relatively lemon-squeezy task is made all the more tricky by the platforms. Ho boy, the platforms. They're a bunch of scampish blocks and no mistake, my fine friend. No doubt you'll want to know why. Well, speak up. Yes, you, the one in the ghastly blue shirt.

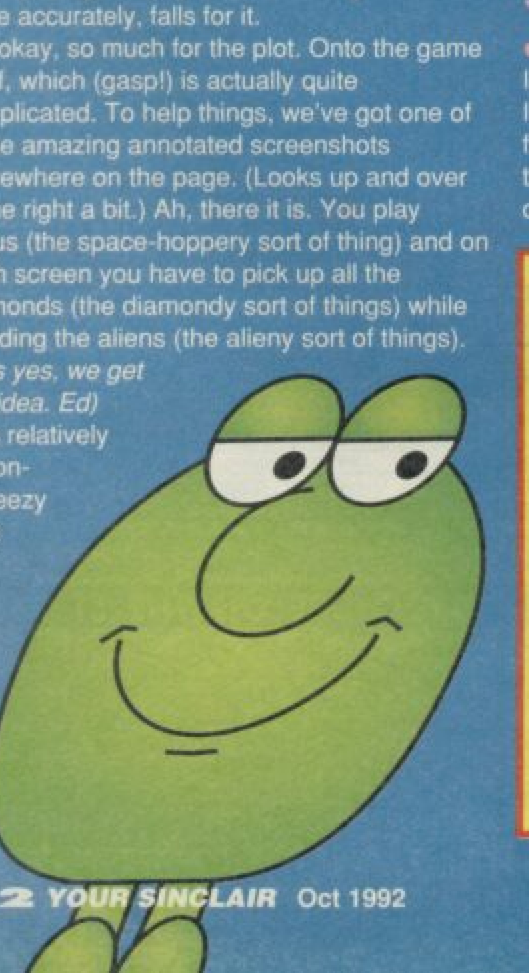


1. You (Rufus, that is). Look a bit like Berk from *Trap Door*, don't you?
2. Booty ahoy! A couple of crystals. Collect 'em all to finish the level.
3. A group of nasty aliens. Look a bit like *Manic Miner* rejects, eh?
4. One of those magic blocks. This 'un will produce five others. Hurrah!
5. A one-way system. Once you're on, you can't get off (usually). Yikes!
6. A sort of flippy thing that keeps changing direction. Best to avoid it.

So why's that then, Jon? G'wan, tell us.

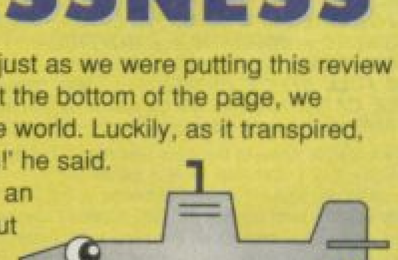
I'm glad you asked me that question. Although I wish you wouldn't be quite so loud, I've a frightful headache. Well, y'see, the problem is that you're about six miles above the surface of the planet, and consequently have to watch your step as you totter around after the diamonds. Some levels have twisty layouts already, erm, laid out, but the majority have just a few blocks scattered around a queasily empty-looking screen. Find that annotated screenshot again. (Looks around.) Now where is it? *(It's behind you! Billy Bigshoes, famous 1930s music hall comedian)* No it



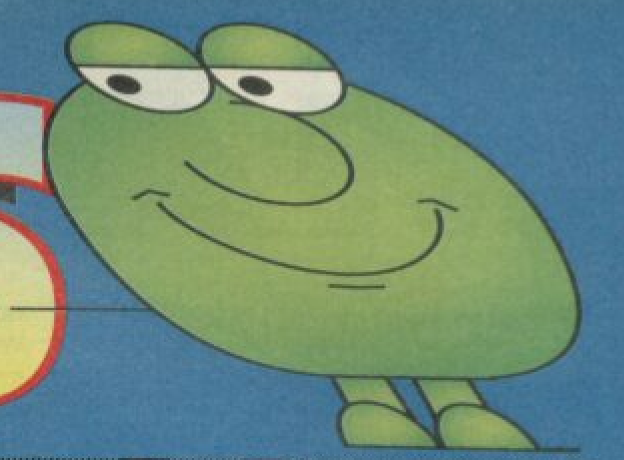


AN AMUSING MISUNDERSTANDING OVER RECKLESSNESS

An amusing misunderstanding over recklessness occured just as we were putting this review together. For the purposes of a small but informative box at the bottom of the page, we decided to get in touch with the most reckless person in the world. Luckily, as it transpired, Jon knew of just such a person. 'She's completely reckless!' he said. So he contacted his friend, and she arrived at the Shed for an interview. Imagine our surprise when who should walk in but Captain Lucinda Tablecloth, the famous explorer who has spent ten years looking unsuccessfully for the wreck of the Titanic! Well! Imagine our surprise!!!



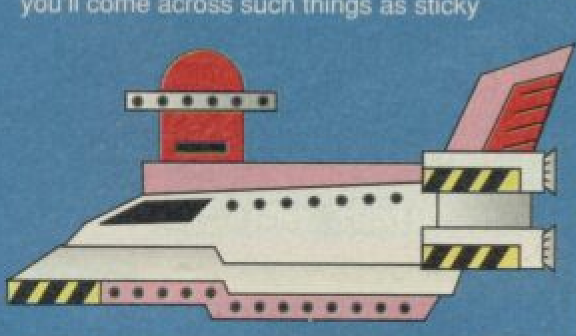
S RUFUS





isn't. *(Yes it is! Billy)* No it isn't! *(Slap! Ed)* Oh, of course. It's up there. (Ahem.) Anyway, glance up at it and you'll see a couple of numbered blocks. These tell you how many extra blocks will be produced when you roll over 'em. Say, for example, you flop onto a number five block. Now you can venture off into empty space and as if by magic, a number four block will appear to save you from a plummetty doom. Another move, and bingo! A number three block appears. And so on down to zero, whereupon you plunge screaming into the ground. (So make sure you've reached another platform by then.) Get the idea? Splendissimo.

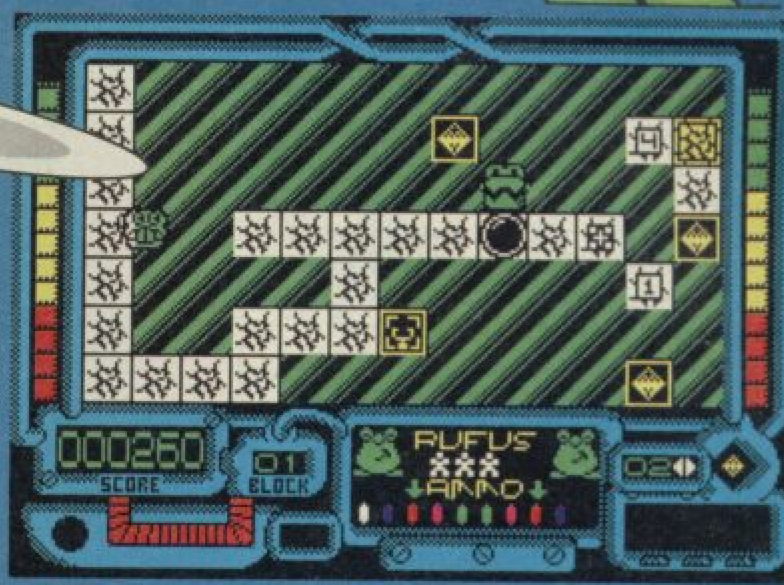
That's about it for the early levels. Later on you'll come across such things as sticky



blocks, Rufus-eating platforms and icons that reverse the joystick controls, but I don't want to frighten you so I won't mention them. It's blimmin' hard enough finding your way about the first couple of screens. *Rufus*, y'see, is one of those games where you'll get killed hundreds of times on a screen until you spot how to do it. Then the solution will lodge immovably in your mind burnt in by the humiliation of losing so many times before. *(Er, yes. Ed)* And before you wave your arms in the air and shout abuse in loud voices, there's a password system so you can skip the lower levels. Nyer!

Well, it all sounds jolly exciting! (Sorry for shouting, by the way)

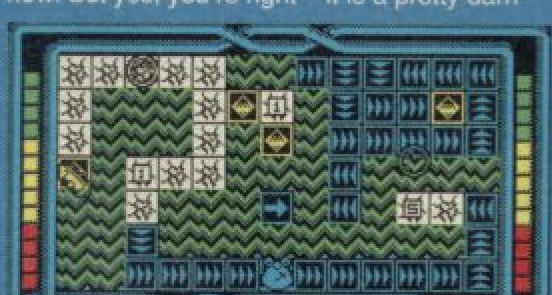
That's all right, my headache's much better now. But yes, you're right – it is a pretty darn exciting game. The pace never lets up, as you waddle around the screen, trying to calculate exactly how far this particular magic block is going to get you while simultaneously fighting off a load of obstinate aliens. (Luckily you've got a laser gun. Hurrah! Unluckily, it's got extremely limited ammunition. Boo!) Then there are the one-way systems which have a habit of whisking you off in entirely the wrong direction. And the switches that need to be thrown in order to plug inconvenient gaps in the structure, and some other things. Yeesh. (As the famous Top Cat says).



Erm, I'm not actually on this screen. I've, uh, popped out for a packet of crisps and an interesting sandwich. And a Mars bar. That's it. I've not (repeat NOT) been killed stupidly again. Oh no. So you can wipe that smile off your face right now. Scamp.



I'm sorry chum, but you can't go in there. You haven't got the right papers, you look like a subversive and besides, it's a cupboard. What are you? Some kind of buffoon?



Wowee! That animated pattern at the back is incredibly hypnotic. I could watch it for hours. Ooo. (Long pause.) That's funny, I suddenly have the desire to run around impersonating a chicken.

The game's presentation is so scrumptious you could bake it in a pie and serve it for dinner. The graphics are fat and characterful, ever so smooth and rather spankily-animated. (Rufus doesn't move from block to block, he sort of rolls around the place like a big beach ball.) There's some amazing 128K sound – the tunes are jolly, but the spot effects really are brilliant, especially the jaunty little riff you get when you manage to grab a diamond. Makes all the trouble worthwhile (sort of).

The massively important bit is, of course, the gameplay. And where addictive playability is concerned, *Rufus* delivers in a big green van with an imposing company logo on the side. The combination of puzzle and shoot-'em-up action really hits the spot. There are problems (natch) – biggest of all is the random movement of the aliens. Second biggest prob is the fact that zapping an alien causes another one to appear across the screen almost immediately. Oh well. At least it keeps you on your toes, I s'pose.

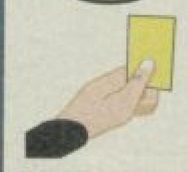


Hello – that naughty old summing-up paragraph has crept up on me unawares. Well, (cough, adjust bow tie) *Reckless Rufus* is a fine fun puzzle game with enough originality, action and tension to keep your heart a-thumping for quite a while. *(So does that mean that when you've completed the game your heart stops altogether then? Ed)* No, of course not. Don't be silly. (Editors, eh?)

FINAL VERDICT



It's got wonderfully, stonkingly addictive (and original) puzzley gameplay. And the graphics (and sound) are top-notch.



It's a tough little number that doesn't forgive a single mistake. I'm not sure if it would be better without the annoying aliens.

Tip-top puzzle game with splendid graphics. Dead simple and packed with playability. Hurrah!

90%

MATCH OF

Zeppelin Premier/£10.99 cass
☎ 091 385 7755



Hello readers. After last month's debacle with the Fumous Five completely taking over my review of *Sleepwalker*, I've decided to make sure I appear in the review of *Match Of The Day*. To this end, I've asked Stuart to take Jimmy Hill off for a spot of lunch, and now, provided I can get this false chin into place (grunt) I'll be joining Des Lynam in the reviewing corner. There. Now don't give me away, will you, Spec-chums?

(As seen on TV: Des Lynam's cheekily grinning face and the amazing chin of (ahem) Jimmy Hill. The theme music fades out.)

Hello there viewers. Hello Jimmy.

(Tee hee!) Hello Des. Nice jumper.

Thanks Jimmy. So – *Match Of The Day*, the computer game. What's it all about?

Well Des, I'd have to say it's pretty much a management sim really. You put on the knobbly cashmere coat of the manager of a fourth division team, and over the season have to hoist them up the ladder of success while avoiding the slippery snakes of failure.

Nicely put, Jimmy, if a little obscure and not entirely football-related. So we're talking lots of lists of numbers, then?

We-ell, yes and no Des. Y'see, this management sim is actually rather well presented. The entire affair is icon-driven and daringly devoid of BASIC. There's the bare minimum of hanging around for 'Please Wait' messages. And the lists, as you put it, of numbers are rather nicely disguised with little graphics and pointers and things.

And this is the game here, is it?

No Des, that's another jumper. Good try though. In fact, this is the game – it's entirely devoid of jumpery substances, such as wool, or 80% polyester. It does, however, have lots and lots of icons. It's rather a clever system, you see – you sort of drag the option you want

1. Select your team players.
2. Visit the resident physio.
3. Strike a cunning deal.
4. Bring in the trainer! (Basically.)
5. Do a little scouting (ie, spying).
6. League matches this week.



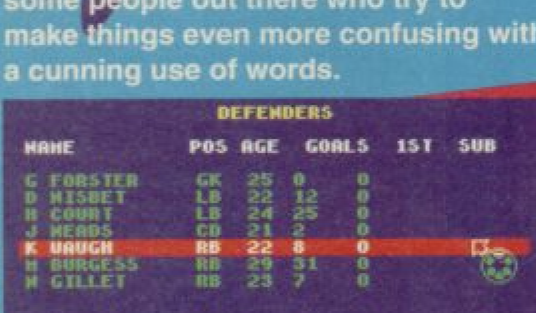
7. Those nasty old finances.
8. The dread league table. (Eek!)
9. The upcoming fixtures.
10. Save/load your position.
11. Match highlights on/off.
12. Lots of credits for the game.

Graeme Souness SOCC

Zeppelin/£3.99 cassette
☎ 091 3857755



Y'know, Spec-chums, it's a confusing world we live in. Robert Maxwell, were-they-or-weren't-they-banned drugs at the Olympics, 'friendly fire', the painted-on crowd at one end of Arsenal's ground – all these things, and lots more besides, are a wee bit confusing. As if that wasn't enough, though, there are some people out there who try to make things even more confusing with a cunning use of words.



I didn't know K Waugh played football. He wrote Brideshead Revisited. It was all about posh people throwing up. *(Actually that's Evelyn Waugh. Ed)* Oh.

You know the kind of thing I mean – 'unbelievable arcade action' translating as 'horrible tedious monochrome crap with a big multiload, or 'the best game I've ever played in my entire life' translating as 'I own the company, please buy this and make me lots of money'. So in the name of global understanding, I'm going to take you by the hand and lead you through the literary minefield that is the world of games. First, though, I'm going to need the help of a volunteer from the audience. Yes, sir, step right this way! And your name? Thank you. Ladies and gentlemen, let's hear it for Mr *Graeme Souness Soccer Manager*! (pause for cheering).

Okay, let's take this from the very top and start with the front of the box. 'Graeme Souness Soccer Manager'. Well, yes, it's got a picture of Graeme Souness on it. Beyond that, though, the influence of Graeme Souness on this game is distinctly conspicuous by its absence. You can manage any team you like (it doesn't have to be Graeme's Liverpool), and if you do choose his side it won't have any of the players you might be expecting. Perhaps the title *Generic Football Manager Game With A Quick Licence Stuck Totally Gratuitously On The Top* would be more appropriate.

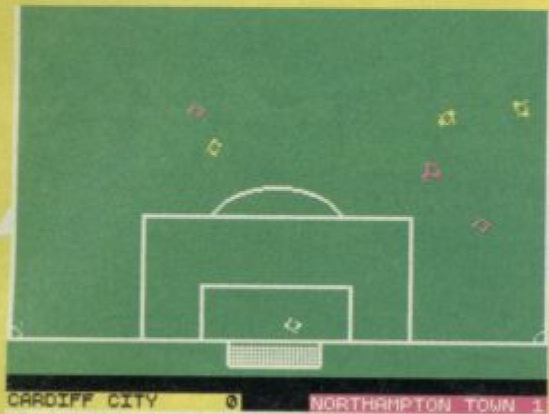
Over to the back now, and the first words we come across are 'a devastatingly accurate simulation of the trials and tribulations of taking a football team to the top'. Yeah, right. The day anyone has a heart attack brought on by the stress of playing with this unremarkable, simplistic and repetitive collection of menu screens is the day the world turns day-glo and we all start calling each other Ethel Merman. I think the phrase we want here is 'a devastatingly accurate simulation of a particularly boring day at an accountant's rather uninteresting office'.



Why don't footie managers ever buy anything sensible with their money? If I had that much money, I wouldn't waste it on a bloke. I'd buy boxes and boxes of crisps.

Down a bit past some more guff and we come to a bit about 'large animated icons keep you in total control over all aspects of the running of a Professional Football League team'. If any of the icons in this game are in any way animated, I must have blinked and

THE DAY



Those amazing match highlights in full. Ugh. What do you think of them , Des? 'Well, they don't feature many jumpers, that's for sure.' Thank you, Des. (Clot.)

from the icon bank on the right of the screen over to a free slot in your diary on the left.
And are there any icons for jumpers?
Shut up Des. If you look at the annotated screenshot over there, you can see exactly what each icon does. But back to the game. Basically, it's very much like any other management sim – you try to put together the best side you can, arranging training sessions and buying and selling players, all the while juggling the club's books. What makes it stand out from the rest of the (incredibly large) pack is the slick presentation. Never has a management game looked so good. Except for the match highlights, which look like a badly-coloured game of pinball. And the pictures of, erm, us, which are a bit duff. I (ahem) look rather angry, and you look bald and mad. But at least you can turn the graphics off and play in the traditional manner.
I have to say, Jimmy, that I disagree with you over the presentation being the only thing that makes the game stand out. The gameplay has lots of subtle touches. For example, your players are apt to get a bit shirty if you don't recognise their footy talents and insist on playing them in entirely the wrong positions, and their performance suffers as a result. For another, there are loads of scouts, physios and trainers, and the cheaper but less reputable chaps are apt to make a mess of things. Sort of gets you deeply involved with the team and adds a lot to the game.
Hang on, what's going on? That's not Des Lynam-speak.
Well I have to admit, Jimbo, that I'm not Des Lynam at all. I am in fact, Rory Bremner, humorous impressionist, Speccy enthusiast and all-round family entertainer.
Erm, I've got a confession as well. I'm actually Jon from Your Sinclair. What a turn-up, eh?
Tsk. And we need a big ending for the review. Tradition demands a sort of big payoff line to the whole thing. Oh, hello Stuart.
I couldn't stand it any more. I just had to hit Jimmy Hill several times with a very big stick.
You scamp.
That'll do nicely.

FINAL VERDICT

It's extremely well presented and very easy to get into. The gameplay delivers the requisite tonnes of options, and (gasp) it's a lot of fun.

The highlights really are appalling. Despite the glossy front-end, novices may find the game a bit of a hard slog.

It's a management sim for the masses. And it's rather fine!

82%

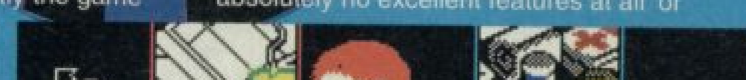
ER MANAGER

missed something, and if this really covers everything involved in the running of a football team then I'm surprised they don't get primary school children to do the job – if you can count to thirteen, you can play *Graeme Souness Soccer Manager*. So let's revise that to 'Moderately big completely static icons let you do nearly as many things as you could in the original *Football Manager*, which came out nine, that's NINE, years ago.'

Let's try inside the box, where it tells you about the 'Gameplay'. Apparently the game can be controlled by joystick or keyboard, and the instructions list a set of 'de-fault' keys which kinds of implies some redefinability. Well, I tried every joystick combination I could think of and did everything to redefine the keys possible, but the only way I could control this game by anything other than the listed keys was to take all the plastic key tops off my keyboard and put them back on in a different order. Clearly the correct wording in this situation would have been 'The game can be controlled by these keys here, and if you don't like it tough blimmin' luck.'

I could go on about the 'animated match highlights' which consist of a total of four different attacking moves carried out by players who all look exactly the same, whichever team they're supposed to be playing for, on about the 'sophisticated team/player data' which really means 'it tells you the name and age of each player and how many goals they've scored'. I could natter about the 'whole host of other excellent features' which translates directly as 'absolutely no excellent features at all' or simply on about how this game is less involved, less sophisticated, less enjoyable and inferior in every single identifiable way to the original *Football Manager*, far less any of the much better games which have come after it (of which, incidentally, I reckon the thoroughly spanky *Football Manager 2* is still just about the best).

Despite what I said at the start of the review, there's really nothing at all confusing about this game. It's complete crap. Simple as that.



Here's a rather rude picture of a footballer. We don't know who it is, he preferred to remain anonymous. So would you if somebody took a photo of you wearing only shorts, armbands, kneebands and trainers.

FINAL VERDICT

Um, um, um... well, it doesn't have Graeme Souness in it anywhere, which has to be a bit of a bonus if you think about it

...but then it doesn't really have anything in it full stop. Nowhere near as good as almost any other Speccy footy management game.

***Graeme Souness Soccer Manager* has absolutely nothing going for it. It's a load of old crap. Basically.**

24%

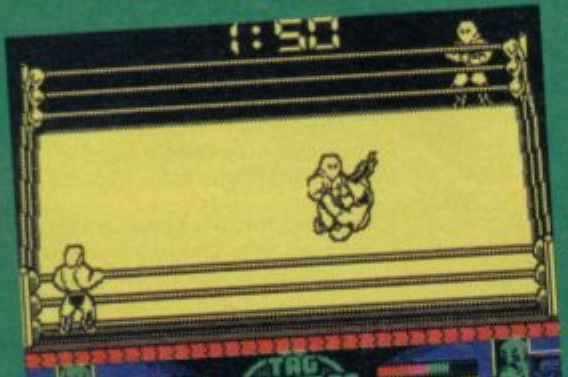
AMERICAN TAG TEAM WRESTLING

Zeppelin/£3.99 cassette
☎ 091 385 7755



Wrestling's come a long way since the days when ITV stopped showing it on Saturday afternoons, it's very big news at the moment. You can't open your new copy of Look-in without being bombarded by pictures of big men in glitzy outfits. They've all got suntans, teeth, loads of money and (probably) American accents. The recent wrestling game explosion, started with Ocean's *WWF* licence and is bought up to date with this offering from Zeppelin, Alternative's *Popeye 3* and the Codies' imminent wrestling game that'll be part of their *Super Sports Challenge* compilation.

Whereas *Popeye 3* is basically a wrestling game with add-ons, bombs, colourful aliens and a ridiculous storyline bolted on. *American Tag Team Wrestling* is just, erm, basic. The only plot line here is that there's a tournament, and the only background knowledge you need is a rough idea of how a tag match works. In fact, all you really need is this review, cos I'm going to tell you that very info! Tag team wrestling involves two teams of two, and only one member of each team is allowed in the ring at a time. The teams are usually made up of one very large bloke (or woman) and one incredibly, absolutely the biggest man in the world ever (nearly). I once saw a tag match in which the two larger partners were Big Daddy and Giant Haystacks. I've never seen so much flesh in my life, it was awesome. Anyway, wrestling being what it is, the big bad guy often ends up laying into the smaller good guy. The good guy's larger team-mate stretches out his hand and as soon as his team mate touches it they can swap places and the two big guys can have it out (as they say).



Jake and Cyril's all-wrestling performance of *A Streetcar Named Desire* did not go down well with critics. They felt that the vital scene between Blanche and Stanley was spoiled by an excessive number of piledrivers.

Contrary couplings

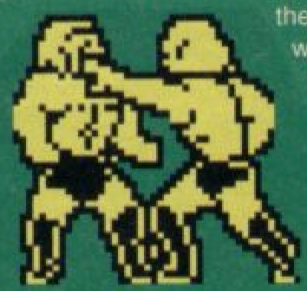
Tag Team Wrestling works in a similar way with such contrary couplings as Einstein and Loud Larry, and Sammy Shy and Mr Savage. You'll find that most of your opponents wear paper bags over their heads, or maybe I just kept getting the same opponents. Despite this strange idea of head adornment, these guys are pretty darn hard. I'm not a bad wrestler... *(You? You're a rubbish wrestler, you're not fat enough, or tall enough. And your footwork's not fancy enough. Jon)* Okay, I'm a crap wrestler but I'm big enough and ugly enough to try my hand at wrestling games and I can tell you that some of your opponents are thoroughly nasty pieces of work.

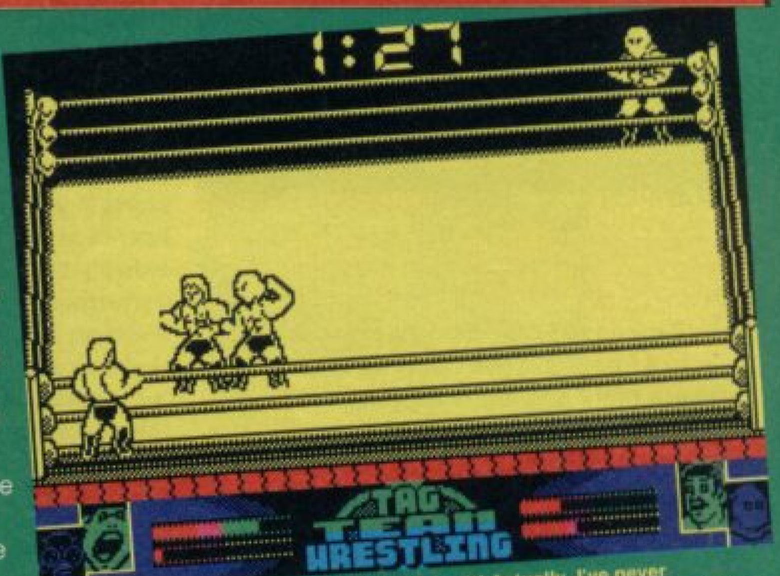


I often found myself face down in the ring having my back gently massaged by the overbearing bulk of my opponent. Every time I tried to get up, he knocked me down again. And then every time I tried to tag my partner, the other side kept getting in the blimmin' way. It really was heartbreaking. To make things even more difficult, when I managed to topple this giant to the floor and sit on him, he picked himself up in seconds flat. Bruised and tearful, I left the ring.

I'm assured that there are some good moves here. Unfortunately, because I had to do without any instructions, I only found them out when I was close to death. By running up and down a few times and then letting fly with the fire button you can do a wazzy flying kick. You can also climb onto the ropes and leap off of them onto your opponent giving him a good old falling forehead smash. Yow!

Whether you play for just a single game, or for the whole of the tournament, you're bound to have fun. Your wrestling sprites are big, simple and clear. This is good from the action point of view cos it means you can still see them when they're writhing around on the floor. On the other hand, it's a shame they're not all a bit different. Except for a few skimpily-clad girlies ...who take their time wandering round the ring before each bout, there's nothing to distract you. The screen may look a little empty at times, but this simplicity really does work.





Nagasaki's got the salt! Nagasaki's got the salt! Actually, I've never understood that phrase. *(It refers to the wrestler Kendo Nagasaki. His ringside gimmick is to throw salt at his opponents. Ed)* Oh, really. Well, that's all right then. (Cough.) Nagasaki's got the salt! Nagasaki... oh, what's the point.

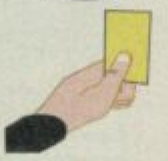


I say old chap, you appear to have a loose molar. Allow me to introduce myself. I'm Jim Silly, a travelling dentist. Let's have a look. (Grunt.) That's fixed it. Now be on your way, young feller-me-lad. And not so many sweets before tea!

FINAL VERDICT



It's fab fun for one or two players. The moves are easy to pick up. There's tonnes of playability in that there game! (As they say.)



There's no sound! And it's a pity the wrestlers all look the same. The lack of variety grates a bit after a while.

Okay, so it's not the most complex game in the world. But while it lasts, it's blimmin' excellent fun.

86%

COMPO WINNERS

It's compo winner time again! Hurrah! Unless you have to type in all the names of the winners, of course. In which case, Boo! *(Yes; boo. Jon)* Yup, below you'll find every single winner from every single compo we've run since February. Erm, except for a few we've missed out of course. Probably. Or something. Well, enough really short sentences. Let's roll out the YS tombola and see what Lady Luck has in store.

○ The following clever crosswordersIwordsearchers each win three games for their troubles...
C Cheetham, Chesterfield, Derbyshire (Feb ish); **J Dhillow**, Ripley, Derbyshire (March ish); **Lee Palfreyman**, Killamarsh, Sheffield (April ish); **Kraig Tudor**, Kidderminster, Worcs (May ish); **Simon Eade**, High Wycombe, Bucks (June ish); **Darren Langton**, Kirkby (July ish); **Alan Portman**, Mansfield, Notts (August ish) and **Mark Kirkham**, Nr B'burn, Lancs (September ish)

○ Ah, true love, eh? Plenty of peeps were willing to express Dizzy's lurve for Daisy in poetic(ish) form. The winner of a bagful of Codies goodies is the bighearted...
Alastair Paul Findlay, East Goscote, Leicester
And the twelve runners-up who get a Dizzy poster are...
Darren Wigg, Lowestoft, Suffolk; **Garry Florence**, Gateshead, Tyne and Wear; **David Cook**, Wideopen, Newcastle upon Tyne; **Keith S Goldstraw**, Leek, Staffordshire; **Tom Abercromby**, Trowbridge, Wiltshire; **Russell Normington**, Ripon, N Yorkshire; **Andrew Humbles**, Rochester, Kent; **Steven Mullins**, Southampton; **Stephen Hannah**, Wallasey, Merseyside; **David Cole**, Middlesbrough, Cleveland; **Daniel Thornton**, Peterbrough, Cambs and **Ian Hewett**, Pellergaer, Swansea

○ While these five lucky fellows win a load of trendy skateboard gear from Leisurescape...
L Griffiths, Quedgely, Glos; **Terry Davis**, Chilcompton, Bath; **Peter Christopher Mitchell**, Nr Slough, Berkshire; **Edward Williams**, Exmouth, E Devon and **Eoin Coull**, Ross-shire

○ Spelunking ahoy! These five fine frisky filibusters win a bunch of Zenobi adventure games...
Kenneth Spoors, Peterlee, Co Durham; **Robert Challis**, Linton, Cambridge; **Steve Clay**, Ellesmere Port, S Wirral; **T Pariss**, Bournemouth, Dorset; **Spencer Laurence**, St Austell, Cornwall and **Paul Doggett**, Norwich, Norfolk

○ In space, no-one can hear you play music! Unless you've just won a funky CD ghettoblaster courtesy of Gremlin in our *Space Crusade* compo of course. That winner is...**Patrick Davy**, Athens, Greece! Gasp! Ten copies of the board game go to... **Mark McGee**, Macclesfield, Cheshire; **Pete Pointon**, Walsall, W Midlands; **David Woodford**, Arreton, Isle of Wight; **Brian Connolly**, Co Cork, Ireland; **Alan Scrivens**, Chessington, Surrey; **Mark Watkins**, Kingstone, Hereford; **Martin Henderson**, Shetland, Scotland; **Thomas Hopkins**, Huddersfield, W Yorks; **Thorsten Duder**, Germany and **Neil Lofts**, Paddockwood, Kent

○ Hello hello hello! It's a list of the *Bonanza Bros* T-shirt winners from the compo of a similar name. US Gold gave us one hundred to give away, and we've still got seventy-two left! But the bods who get to wear Robo and Mobo are...
Iain Wilson, Gedling, Notts; **James Mitchell**, Peterborough, Cambs; **Matthew Jobson**, Dartford, Kent; **Steven Payne**, Ladywell, London; **Christopher Large**, Swadlincote, Derbyshire; **Julie Foxcroft**, St Ola, Orkney; **Brian Lycett**, Lings, Northampton; **Joj Harttrup**, Putley, Surrey; **Jeremy Buxton**, Yeovil, Somerset; **Duncan McKinney**, Broadstairs, Kent; **Michael Brannan**, Bedford, Beds; **Derek Cameron**, Dingwall, Ross-shire; **Simon Jackson**, Exeter, Devon; **Ian Phillips**, Colerne; **Alan Portman**, Mansfield, Notts; **David Bratt**, Largs, Ayrshire; **Justin O'Brien**, Eastbourne, E Sussex; **Marc Horton**, Bargoed, Mid Glamorgan; **Luke Kavanagh**, Worthing, W Sussex; **RF Harrington**, Torquay, Devon; **Helen Dodsworth**, Stockton-on-Tees, Cleveland; **Mark Adamson**, Wisbech, Cambs; **Michael Sawyer**, Laleham, Middlesex; **Alistair Russell**, Kirkcudbright; **Kevin Talbot**, Liverpool 8; **Andrew Malcolm**, Norwich, Norfolk; **Nick Jenkin**, Truro, Cornwall and **A Prestwood**, Cleethorpes, S Humberside

○ Slippery slimies! Our *Steg* compo brought a fat response. The caption that most tickles our funnybones (and wins a beaut CodeMasters ghettoblaster) belongs to...
David Rees, Sanderstead, Surrey! Twenty runners-up get a slobbery *Steg* T-shirt and they are... **John S Brownbill**, Stroud, Glos; **Russell Johnstone**, Inverness, Scotland; **Wez Parks**, Weymouth, Dorset; **G White**, Doncaster, S Yorks; **R Languedoc**, Bradford, W Yorkshire; **Jon Rose**, Bognor Regis, W Sussex; **Steve Anderson**, Gloucester; **Daniel Swain**, 11 Egginton Rd, Hilton, Derby; **Emil Goedkoop**, The Netherlands; **Kristian Didymus**, Waltham Cross, Hertfordshire; **Ben Lount,** Tregaron, Dyfed; **Andy Brendt**, Ipswich, Suffolk; **Paul Scott**, S Shields, Tyne and Wear; **Salomao Nunes**, Switzerland; **Simon Ginsberg**, Perrybarr, Birmingham; The graphics are ace and the gameplay's.... oh rats, I'm on the wrong page; **Jamie Cochrane**, Haslemere, Surrey; **Christopher Nash**, Stockton-on-Tees, Cleveland; **Philip Rowe**, Rhondda, Mid Glamorgan; **D Crook**, Luton, Beds and **Lee Shaw**, Gwelfor, Prestatyn, Clwyd

○ Time for a Jeff Bridges video! The following five Spec-chums get a chance to see Medusa Video's Timescape at home... **D Pledge**, Stapleford, Notts; **AJ O'Neill**, Co Wicklow, Eire; **C Fletcher**, Crook, Co Durham; **TJ Prior**, Bridgewater, Somerset and **Kevin Coates**, Southport, Merseyside

○ Black eye city! One hundred people win a copy of Beyond Belief's *Devastating Blow*, and they are...
Richard Dawson, Maidstone, Kent; **K Franklin**, Stanley, Co Durham; **David Foster**, Leiston, Suffolk; **Philip Keaveney**, Co Roscommon, Eire; **Gavin Hedge**, Newport Pagnell, Bucks; **Jamie Boyd**, Bainsford, Falkirk; **Robert Harty**, Ealing, London; **Kate Lesley Clark**, W Auckland, Co Durham; **Chris Thompson**, Harrogate, N Yorks; **R Ferguson**, Glasgow; **Angus Elliott**, Chester-le-si, Co Durham; **David Stone**, Renfrewshire, Scotland; **Alexis Haynes**, Newton Farm, Hereford; **Thomas Clark**, Sutton Coldfield, W Mids; **Gareth Mills**, Wallington, Surrey; **Ian Batchen**, Astley, Manchester; I think I'll go and watch Mr Pinner's Cycling Tour *(No you won't there are still 84 names to go. Ed)*; **P Compton**, Stamford, Lincs; **Christopher Penn**, Canvey Island, Essex; **Kevin Bayne**, Fife, Scotland; **Paul Skingley**, Nordelph, Norfolk; **KM Walker**, Tetbury, Gloucestershire; **Paul Winter**, Plymouth, Devon; Do you realise this is the only page everyone will read? It's a mercenary world we live in; **Anon O'Anon**, Barnsley, S Yorks; **Neil Hutcheon**, Brechen, Angus; **Tung Tse**, Kilburn, London; **Chris Rowe**, Exmouth, Devon; **Paul Buckingham**, Great Barr, Birmingham; **Arthur A Anon**, Taunton, Somerset; **Ben Adams**, Solihull, W Midlands; **Neil Mortimer**, Alleton Bywater, Castleford; **Edward Thomas**, Coventry; **Michael Would**, Hull; **Nick Bennett**, Hall Green, Birmingham; **Mark Parry**, Liverpool; **Ian Wood**, Hall Green, Birmingham; **Mark O'Donnell**, Preston, Lancs; **James Roberts**, Fareham, Hampshire; **Andrew Malcolm**, Norwich, Norfolk; **Michael Baker**, Littleover, Derby; **Paul Ingram**, Huntingdon, Cambs; **Jamie McDonald**, Helensburgh, Scotland; **David Bratt**, Largs, Ayrshire; **James Taylor**, Urmston, Manchester; **Jason Moore**, Nuneaton, Warks; **William Dell**, Galashiels, Scotland; **Andrew Memington**, Salford; **Matthew Fippard**, Melton Constable, Norfolk; **Jamie Paul Kelly**, Chuckery, Walsall; **John Scothern**, Kirkby-in-Ashfield, Notts; **Kevin M Gentry**, Thundersley, Essex; **Neil Lofts**, Paddock Wood, Kent; Hello, and welcome to the middle of the list of winners *(That's enough Monty Python plagiarism. Ed)*; **David Williams**, Cardiff; **Eoin Coull**, Ross-shire; **Michael Hennessy**, Bangor, Co Down; **Christopher Key**, Scunthorpe, S Humberside; **Richard Hulford**, Dutton, Kent; **Ben Bailey**, Burton-on-Trent, Staffs; **Alan Portman**, Mansfield, Notts; **David Connolly**, Gateshead, Tyne and Wear; **Robert Bishop**, Morriston, Swansea; **Allan Duah**, London; **Steven Hands**, Fife, Scotland; **Paul Wood**, Blackpool, Lancs; **Owen Callanan**, Foxrock, Dublin 18; **Timothy Gawthorpe**, Stonehouse, Gloucestershire; **S White**, Jarrow, Tyne and Wear; **Ross Mackinnon**, Wick, Caithness; **Matthew Whitehead**, Portsmouth, Hants; **Brian Connolly**, Skibbereen, Co Cork; **Alan Forbes**, Giffnock, Glasgow; **Emma Clark**, Ferryhill, Co Durham; **Dale Jones**, Droylsden; **Andrew Nutman**, Harefield, Southampton; Oh no. I've just realised – even after I've typed all these names, I still have to send out the prizes; **B Neal**, Morriston, Swansea; **Alex Kinninmonth**, St Andrews, Fife; **I Taylor**, Urmston, Manchester; **Matthew Harris**, Huntington, York; **PA Norton**, Breightmet, Bolton; **David Bull**, Farnham, Surrey; **AJ Bingham**, Rushden, Northants; **KB Matthews**, Croydon, Surrey; **Craig Sinclair**, Ralston, Paisley; **Michael Weatherburn**, Churchill Hospital, Oxford; **Dean Perry**, Northfleet, Kent; **L Richards**, Plymouth, Devon; **Little Jimmy Anon**, Liverpool, Merseyside; **Bill Burton**, Bromley, Kent; **J Phillon**, Ripley, Derbyshire; **Lee Pilich**, Doncaster, S Yorks; **Alistair Findlay**, E Goscote, Leicester; **J Shearing**, Caterham, Surrey; **Wayne Strudwick**, Lincoln; **Phillip Brooks**, 57 Timsbury Cres, Havant, Hants; **Rick White**, Doncaster, S Yorks; **Paul Carnwath**, Crombie, Fife; **Andrew Holmes**, Huby, Leeds; **Antony Ditchburn**, Maryport, Cumbria; **AJ Worsfold**, Carshalton, Surrey; **K Burt**, 26 Redhouse, Bordon, Hants; **Neil Currie**, Clydebank, Strathclyde and **Mark Holt**, Blackpool

○ Banish those somnabulism blues with Zeppelin's *Sleepwalker* portable TV/clock radio! The winner of this splendiferous item is the illustrious...
Captain Television (aka Tom Courdrey), Wollston, Nottis
While twenty-five snoozy runners-up win copies of the game itself... **S Lennon**, Crewe, Cheshire; **Alan Scrivens**, Chessington, Surrey; **Fay V Stodart**, Fordingbridge, Hampshire; **Derek McArtney**, St Marys, Dundee; **Lewis Burrows**, Saltash, Cornwall; **SL Juggins**, Cheltenham, Glos; **Helen Bray**, Waterlooville, Hants; **Marc Horton**, Gilfach, Bargoed; **Jon Rose**, Bognor Regis, W Sussex; **Daniel Hunt**, Walkden, Manchester
Haydn Kane, Guildford, Surrey; **Luke Webb**, Fareham, Hampshire; **Steven Flaxton**, Hythe, Kent; **Andy Hoare**, Stevenage, Herts; This don't look like Florida Beach. I knew I should've taken that left turn at Albuquerque *(Cease these baffling film quotes you naughty person. Ed)*; **Benn Faulkner**, Freshwater, Isle of Wight; **D Harris**, Wyesham, Monmouth; **Micheal Abbott**, Blackburn, Lancs; **Justin Williamson**, Kirkintilloch, Glasgow; **Liell Plane**, Glasgow; **Steven Beth**, Cheltenham, Glos; **D Nelson**, Newcastle-on-Tyne, Tyne and Wear; **Matthew Powell**, Highbridge, Somerset; **Fiona Wilkie**, Hamilton, Lanarkshire; **Robin Smith**, S Ruislip, Middlesex and **Kristian Didymus**, Waltham Cross, Herts

○ Phwoar! Get down to some serious reading with a Batman the Movie book and the Fleetway Editions graphic novel Judgment On Gotham... **Lee Howl**, Blantyre, Scotland; **Gurdeep M**, W Bromwich, W Midlands; **B Burton**, Bromley, Kent; **Tung Tse**, Kilburn, London and **Petros Davakis**, Athens, Greece

○ There's only one Gary Lineker! (Actually there are at least three, and one's a plumber's mate from Barnstaple, but that's beside the point.) Step up, winners of US Gold's signed footballs... **R Languedoc**, Bradford, Yorks; **Kevin Dempster**, Workington, Cumbria; **L Smith**, Ely, Cardiff; **Stuart Tracey**, Bridgwater, Somerset and **Dale Moss**, Scunthorpe, S Humberside

○ Cracking copies of Hi-Tec's Potsworth and Co and The Jetsons go to these Spec-chummy people... **Mark George**, Bournemouth, Dorset; **Simon Hessett**, Ettrick and Lauderdale, Scotland; **Karen Walker**, Tetbury, Glos; **Eoin Coull**, Ross-shire and **James Pope**, Peckham, London

○ Who gets to float away with an armful of Osborne books then? Why, none other than... **Rick White**, Doncaster, S Yorks

○ Bangers and Mash, eh? Erm, these ten people have won copies of the game courtesy of Alternative. Basically.
Mark O'Donnell, Preston, Lancs; **A Edginton**, Hampden Rd, London; **Andrew Stokoe**, Wilmslow, Cheshire; **Tim Prior**, Northpetherton, Somerset; **Gavin Smith**, Belfast, N Ireland; **Paul Mayo**, BFPO 8; **Graham Pårsons**, Malvern, Worcs; **Ian Lockwood**, Southport, Merseyside; **Liam Gulloch**, Castle Town, Caithness and **B Burton**, Bromley, Kent

○ Who needs some education? Erm, let's drop the subject before things get a little personal, eh? In the meantime, the following folk have won copies of Database's *Fun School* programs... **Pixies Sunshine Nursery**, Hobnock Rd, Bessington (under fives); **DA Hall**, Solihull, W Midlands (five to seven); **Mark Kegg**, Barrow-in-Furness, Cumbria (over sevens); **Andrew Cain**, Sheffield, S Yorks (over eights)

○ Inigo Inigo, who are you? Five clever people knew, and they've won themselves a load of US Gold/Indiana Jones gear. Hurrah for... **Chris Scott-Reed**, Selly Oak, Birmingham; **Lars Blom**, The Netherlands; **Matthew Welsh**, Wickham Bishops, Essex; **Robert Baker**, Huyton, Liverpool and **J Fitzpatrick**, Duston, Northampton

○ Well, we certianly couldn't catch you out on your Greek mythology. Polite applause for the following peeps, who've won themselves copies of the ever so spanky *Myth*, thanks to the folk at Kixx... **Martin Pullinger**, Hitchin, Herts; **D Crook**, Luton, Beds; **Ian Lockwood**, Southport, Merseyside; **Stuart Lockie**, Roxburghshire, Scotland; **James M Collett**, Godalming, Surrey; **Matthew Bruce**, Bickley, Kent; **Amy Capes**, Newcastle-upon-Tyne; **Robert Warden**, Darlington, Co Durham; **Alan J Logie-Campbell**, Cheltenham, Glos; **Paul Edwards**, Sutton Coldfield, W Midlands; **Richard Aubrey**, Forest Gate, London; **Andrew Wood**, Grampian, Scotland; **Luis Manuel Almeida Amaral**, Luxembourg; If I keep ever so quiet, maybe the Ed won't find me here *(Boo! Ed)* Eek!; **Gill Mae**, Kettering, Northants; **Malcolm Dodds**, Larbert; **James D'alley**, Orpington, Kent; **Brian Wright**, Crawley, Sussex; **David Corcoran**, Southport, Merseyside; **Gordon Wallis**, Greenford, Middx; **Simon Eade**, High Wycombe, Bucks; **B Allen**, Settle, N Yorks; **Russel McLean**, Gateside, Fife; **John Bond**, Fareham, Hampshire; **Gareth Hacking**, Alergele, Clwyd and **Arthur J Shawdwart**, Shaw, Oldham

○ Holy Warholesque Symbolism! (Or something.) Five Bat-fans have won copies of Ocean's *Batman Trilogy*, and they are... **Robert Purdy**, N Weston, Portishead; **Gary Slevin**, Wigan, Lancs; **C Thomson**, Banbury, Oxon; **David Hebblethwaite**, Huddersfield, W Yorks and **Steven Vosper**, Withernsea, N Humberside

○ There's only one Emlyn Hughes. (Oh hang on, we've done that one.) Anyway, the following fifteen readers have won Touchdown T-shirts and cuddly green mini-footballs... **Alan Forbes**, Giffnock, Glasgow; **Iain Spence**, Cramlington, Northumberland; **Stuart Wright**, Colchester, Essex; **Justin Kirkman**, Western Pack, Leicester; **Richard Spandley**, Midhurst, W Sussex; **Jon Scargill**, Ossett, W Yorkshire; **Mac Horton**, Gilfach, Bargoed; **Alan Scrivens**, Chessington, Surrey; **Andy Hoare**, Stevenage, Herts; **Peter Carvill Jursior**, Runcorn, Cheshire; **David Thomas**, Dagenham, Essex; **Steven Vosper**, Withernsea, N Humberside; **Kristian Didymus**, Waltham Cross, Hertfordshire and **Matthew Gregory**, Newport, Gwent; **J Swankie**, Netherton, Wishaw

Phew! I thought we'd never get to the end. Well, there you have it. Didn't spot your name in that little lot? Never mind. There's always next time, eh? *(My fingers and I can hardly wait. Jon)* Oh hush.

Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW
Star Letter winners receive three free games! All letters win a YS badge!

By the time you get to read this, school's probably taken control of a lot of lives once more. But at this exact moment in time the sun is shining for the first time in weeks. I've managed to get hold of an extension lead, so I can answer your letters whilst wiggling my toes in the grass. Jon and Andy O are making faces at me through the Shed window so they're happy too! In Letters this month Doodlebugs raises a chuckle or two and somebody wants to hang Jon Pillar.

OLD BAG

Hallo! I think the magazine is totally ace, but some of the games are a titch bit naff. (There goes the Star Letter!) Anyway, I have written to you because I have discovered a formula that Neighbours nearly always adheres to. Here it is...
People get married, someone has an accident, people have a row, Helen meets someone, someone dies (this bit usually lasts about a week) and it all carries on from there

By the way, so far anyone Helen Daniels fancies always dies. Has she got the death kiss?
Werdna Yelkcehc
Droitwich, Worcestershire

Naff? Our games? Don't be ridiculous, they're amazing! They're mega! They're, er... really quite good. Actually.

Neighbours is where the word naff comes in. It's just such a ridiculous programme and Helen Daniels is so saggy! Have you looked at her neck? It looks like all the skin on her face is being pulled down and dragged tight by all that flab under her chin. Maybe when she kisses people they get knocked out by her neck flaps. The neck of death, that's what Helen Daniels has got. **Ed.**

STAR LETTER REJECT

You are the best thing in Bath! You are my fave and you always will be! I am glad to see you are now the Ed, and I hope you always will be! Have I

DOODLEBUGS



This month's displays of artistry come from John Gamble of Donema and Steven Wilkins of Bristol. John spent hours penning the delicate lines of *The Batcave* and *Terminator 2 – Arnie's Son*. Steve took the concept of *DJ Puff* one step further and came up with *PG Puff*. Ticklesome!

If you fancy yourself as the kind of guy/gal who can make an Editor laugh then drop your 'bugs in an envelope addressed to Doodlebugs, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.





STAR LETTER

LACK OF MYSTERY (GIFT)

I'm writing this letter cos I'm a bit miffed! When I saw the new Flip! T-shirt I promptly got my mumsie to renew my subscription, tout suite. But in the YS after that it said Flip! T-shirt and free mystery gift. Well, for my birthday all I'll get is a T-shirt (well radical none the less) and a piece of paper saying 'With Compliments: Future Publishing'. So could I also have a mystery gift? After all, why should I miss out when I took the initiative and renewed my subscription as soon as poss? Purrrleeease, oh wonderful editor-type babe!

Dan The Man
Huddersfield, West Yorkshire

Dan, your letter really did reach out and touch the hearts of everyone in the Shed. Flattered by your immense dedication to YS, we wept when we heard about the lack of free gift. We tried to come up with a mystery free gift of our own, but we couldn't agree on one.

Jon thought a cardboard box with a hole chewed in it and an accompanying note reading 'Sorry, your mystery free gift has escaped' was pretty mysterious. Andy O decided on a deckchair, cos he can't fathom them at all. They're that mysterious. I thought we should send you a tin of something with the label removed. I wanted to go for haggis, or anything that had a really good wrapper.

I hope you can appreciate how difficult it was to make a decision. Instead, we've all decided that you should have the Star Letter and the obligatory three free games that go with it. **Ed.**

sneaked enough for the Star Letter?

I've sent you a copy of Spectrum Xtra. What do you think of it?

Scott 'Dude' Hood
Greenock, Renfrewshire

This is Spectrum Xtra...

"**WWF** – an okay beat-'em-up with nice graphics and sound but a lack of animation.

Robocop 1 is an excellent shoot-'em-up with brill graphics and sound.

Robocop 2 is a poor platform shoot-'em-up with good graphics and sound.

Renegade – a mega beat-'em-up with nice graphics and sound."

It's a bit short isn't it, Scott? I don't think many people are going to be willing to part with the pennies for that. Try and spice things up a bit, here are a few suggestions...

1. Photocopy loads of old adverts from 1950's women's magazine and dot them around liberally.

2. Make your reviews a bit longer and funnier.

3. Disguise yourself as Jon Pillar and sneak into the Shed. Steal all his reviews and things from his Mac. Print them as your own. **Ed.**

TOASTED MARSHMALLOW

We at the fanclub of the lesser known Yolkfolk (Diana, David, Dick, Dopy, Desmond, Dirk, Delilah etc) believe that you have gone too far by calling the greatest mega movie star, Seymour, a lump of lard! (YS issue 80.) Now we intend to set the record straight. Seymour is none other than a marshmallow, and don't forget it!

You are lucky that Seymour is a kind marshmallow or your mag would be facing a court case and you would have to part with more than just the clothes on your back. (Oh, what a thought!) Now that we've settled that, we would like to point out that we sent you a full solution to *Spellbound Dizzy* under express orders from Dizzy himself last month. Yet there has been no mention of us at all.

Stefan Dennett
Brora, Sutherland

I was just wondering what would go really well with this cheese fondue that I'm making tonight. It's marshmallows, I'll buy some and we can toast them over the spirit burner. Mmmm!

Your Dizzy map hasn't been ignored, I've got a box overflowing with Dizzy maps and tips. One day I'm going to do a Dizzy Tipshop Special, and I'm saving them all for that momentous day. **Ed.**

MORE SEX PLEASE!

I am distressed to see that the sex content in YS has dropped considerably. This has reduced the reading pleasure of the magazine and I would like to see a significant increase in vulgar remarks.

Brendan Thompson
Waterside, Londonderry

I appreciate your concern, Brendan, but I have to admit that the drop in rude remarks and double entendre has not been a conscious thing. It just so happens that Jon and I do not find it easy to make such remarks. We're just too darn polite and we also happen to like words such as 'darn' and 'piffle'! YS used to be tonnes ruder, remember the Vixen cover? YS was a top shelf mag that month! But YS also used to have an older readership. The last time we used a controversial word on the cover, one of the big newsagent chains complained. It really doesn't make sense to upset people. Let's all be friends, eh? **Ed.**

HELPING HAND

The other day I was having a browse through my Speccy covertapes when I noticed a game called *Evening Star* on the January '92 tape. I hadn't tried this game before so I went and loaded it up. But when it had loaded I tried to play it, but I just couldn't work out the controls. So I went to my pile of YS back issues to look up the controls, but I couldn't find issue 73/Jan '92. So what I am trying to say is – could you please, please find out the controls for it and print them?

Darren Oxton
Wythenshawe, Manchester

Ah, I remember this one. It was incredibly difficult and complicated. Here are the instructions that we printed. In a desperate attempt to make them a bit shorter, S stands for symbol shift.

	Increase	Decrease
Regulator	R	SR
Vacuum Brake	V	SV
Cut off	C	SC
Blower	B	SB
Injector	I	SI
Firedoor	F	SF
Damper	D	SD
Whistle	W	
Stoke fire	ENTER	
Quit	CAPS SHIFT and X	
Timetable	T	
Accelerated/ normal time	A	

I really haven't got room here to go into any more detail. If you don't understand what all these things mean then I suggest you turn to Back Issues on page 57. **Ed.**

TOO MANY CHIEFS...

How many Editors do you need? It's changed from Matt 'Traitor' Bielby, to Andy 'Another Traitor' Ide to Andy 'Skateboarder' Hutchinson within 12 months! And now, at last, a woman is in charge. Hurrah!

Oh, and by the way, what's all that crap about a magazine called What Scart Lead? I've never seen it in our newsie. You'll have to excuse the

SOYA PICO



Get mellow, get sorted, get Soya-ed!

Soya's just started writing a cookery book. She's fiercely confident, but hasn't found a publisher yet. So she's still got time to answer your groovy letters.

Dear Soya

My mum says that she remembers you from school. She says that the only reason they used to call you Jethro was because you were so enormous. Do you remember my mum? She's called Fiona Murray, but at school she was Fiona Thistleton and her nickname was Thumps.

From,

John Murray

Yeah, I remember Thumps. She had, like, the biggest bottom in the whole school, and got that nickname after the time she sat down on a bench where three girls were already sitting. Dumps, Whumps and Mumps were quite hefty but Thumps was heavier than all of them put together. She sat down and the bench tilted, throwing them in the air. Thumps bumped to the floor and that 'thump' sounded really painful.

Dear Soya Pico

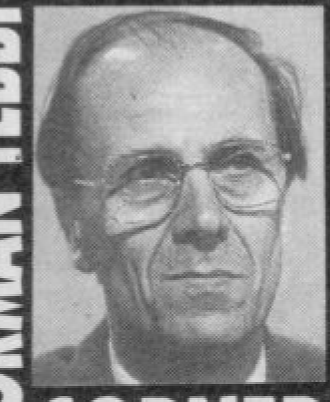
Is Soya your real name? I am very small and I'm into early Pink Floyd and the Rolling Stones. All my friends and family call me Basher because of my surname. I hate it.

Yours,

Keith Bash

Oh, like, what a common dilemma. It really does your head in trying to deal with the whole concept of naming. My real name isn't Soya at all, that started off when I hung out in a Battersea squat with a juggler called Milk. Our friends called me Soya cos then we were collectively known as Soya Milk. Keith, honour your art and change your name to Rolling Keith Pink. It's the beautiful thing to do, man.

NORMAN TEBBIT'S DEAD SERIOUS CORNER



NEGLECTED AND DEJECTED

I would like to say how pleased I am at the Save our Speccy campaign and the results it has achieved. But I would like to make clear my worries about the future of games for the 48K Speccy.

I own a 48K machine and I, and I am sure many others, just can't afford to upgrade to a 128K Speccy. In the last few months I have noticed that some of the games, demos and fiddly things (for lack of a better word) on your cover cassettes have been 128K only and software houses have started doing games which are 128K only. Is there anything that can be done about this? Is there any address I can write to?

Tracy Arnold
Bexleyheath, Kent

Some of the 128K games that we've had on our cover cassette, such as Defenders of the Earth, *were originally available on 48K. What we try to do with games that are both 48K and 128K is put the 48K version on the tape. That way, all Speccy owners can play it. Unfortunately, something mysterious happened when* Defenders of the Earth *was being compressed which meant that only the 128K version was available.*

At the moment we're concentrating our efforts on trying to persuade software houses that releasing Speccy games isn't a stupid idea. The best thing you can do, Tracy, is write to the softies asking them why 48K games are being neglected. **Ed.**

SAM TRUBBS

On April the 19th, I ordered a colour printer from SAM Computers Ltd. I am still waiting for that printer or a refund. Having made several phone calls to SAM Computers and getting only an answerphone, I really do not know how I can get some satisfaction from this company. Can you give me an address that I can write to in order to resolve this situation? I am £257 short and there's no sign of the printer that I ordered. I am now considering contacting the Trading Standards Office.

Philip Powell
Birmingham

If you saw last month's mag, you'll have probably read the news that SAMCo have gone into receivership. There's still a chance that they could rise again but, in the meantime, the best thing for you to do would be to get in touch with the receivers – Stones Jones Ltd, 63 Walter Road, Swansea SN1 3PT. They should be able to help. **Ed.**

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crappy typing. It's my first time, you see. You do see, don't you?

This letter had better be printed, or else my horde of Editor-eating insects will be there if you don't. So there. Nyaah.

Steve Farrell
Great Sutton, South Wirral

Oh dear, what a disappointment. I thought you were going to tell me a joke. Like 'How many editors do you need to change a lightbulb?' The thing you have to remember with editors is that they're basically nomadic. As soon as they get settled in one place, they feel the urge to move on elsewhere. It's in their blood.

What Scart Lead was a joke and Bert is an Editor-protecting insect – so your Editor-eating insects had better not come round here. Don't say I didn't warn you. **Ed.**

HANG THE STAFF WRITER!

My friend is a yuppie so to help you become one too, here is a step by step guide.

1. Get a wallet.
2. Put some paper and a calculator in it.
3. Put on a suit and red braces.
4. Walk around saying 'Oh yaar' a lot.

I have had my Speccy for three years and have been collecting YS since issue 50. Now on to more serious matters. I order you to hang Jon Pillar for one reason – hating Dizzy. If you do not, I will be forced to use drastic measures.

Grim Troll Slayer
Nuneaton, Warks

Hang Jon Pillar? Sack Stuart Campbell? If you lot had your blimmin' way, I'd have to do all the work around here myself!

I simply refuse to get rid of my staff writer, he's got a really good deal going at Littlewoods whereby he gets a free can of Diet Pepsi with his sarnies. But Jon doesn't like fizzy drinks, so I have to drink them.

By the way, I thought yuppies went out of fashion a couple of years back. They were a very 'eighties kind of thing – when working on the stock exchange was an enviable job. Nowadays, anybody who works in the money markets deserves only pity. **Ed.**

BAD NEWS!

I have had a Spectrum for two years. I like playing games on it and I like reading Your Sinclair. I wish people would buy more Spectrum computers and I hope they never stop making them.

Simon Taylor
Chelmsford, Essex

I'm not quite sure how to put this, Simon. Now sit down and take a deep breath, cos I've got some quite important news. Ready? Ba ba baaa! (Big fanfare.) They stopped making Spectrums two years ago. Heartbreaking, isn't it? **Ed.**

TRAINSPOTTERS



JA!

I am writing this to ask (nay, demand) a Trainspotter for a mistake in issue 80. On the contents page it says that *Quattro Megastars* will be in Replay. But it's not! So machte ich ein Zugspotter, bitte!

I Wood
Corby, Northants

Blimey, you're right! Erm... erm, it's not my fault. I was told that Quattro Megastars *was going to be in Replay so I stuck it down on the contents page. And, erm, then it wasn't in Replay so I'll, er, have to send you a Trainspotter. (Darn!)* **Ed.**

A SILLY MIX-UP

In your July edition you have a page about *Grell and Falla*, but on the front cover it says *Grell and Fella*. Is this a misprint or some silly mix-up? Please explain, you clever Ed you.

Grey-ham Stewart
Dundee

Ah, it's a silly mix-up. A very silly mix-up indeed. Y'see, the Codies had absolutely no idea what the game was called. It was all down to a combination of bad telephone lines, and the fact that the programmers and the publishers had completely different ideas about the title. Originally the game was called Growl and Fowler, *then it was* Grell and Fella *until the Codies decided that a fairy couldn't be a Fella. So they ended up with* Grell and Falla. *Phew!* **Ed.**

SPEEDY

Right you lot! I wanna Trainspotter cos I've spotted a mistake in the June 1992 issue. On Haylp!, in Linda's answer to But How Will I Know? she 'thught'... What the heck does 'thught' mean?

Ashley Atkins
Oswaldtwistle, Lancashire

'Thught' is a bit like 'thought', in fact it's very like 'thought'. The only difference is that 'thught' is a lot quicker then 'thought'. That's why the o gets missed out. It's almost considered a proper word. **Ed.**

SMALL PRINT



May the curse of the eternally mouldy sock fall upon Andy Hutchinson, and let the light of the all-knowing cabbage guide Linda into the Editor's chair.
Dely, Benevolent King of the Potato People, Bolton
I wondered what that strange cabbagey smell was. **Ed.**

I'm afraid I've just sold Windy Miller to some Arabs.
Ian Hewett, Penllergaer, Swansea
No doubt they'll make a rave record about him soon, then. **Ed.**

Have you noticed how blue the sky is at this time of year?
Marty McFly, Coventry
Yes! And isn't it amazing the way some clouds look completely 3D. **Ed.**

I ate a carrot once.
DJ Stuff, Torquay, Devon
Well don't do it again. **Ed.**

It's not as if there's a shortage.
Roger Rabbit, Hollywood
I'm completely inundated. **Ed.**

SAM CENTRE

SAM Scene

NEWS

No news is good news (or so they say). So here's Jon Pillar with, erm, no news. Actually.

SAM WAITS FOR RESCUE PLAN

As promised last month, here are the very latest developments on West Coast Computers' bid to rescue the Coupé: there haven't been any. It turns out that the SAMCo liquidators are on holiday for a fortnight which means that by the time they've returned to the negotiations, this issue will have gone to press. Your best bet for finding out the latest news would be to contact the man behind the rescue package, Bob Brenchley, at the FORMAT Publications address.

FRED WINS BATTLE FOR SOFTWARE RIGHTS

FRED Publishing have won the rights to produce the SAMCO/Revelation games *Waterworks*, *Mister Pac* and *Plasmoid* (now retitled *Dyzonium*), as well as the long-awaited music utility *E-Tracker*. The games will cost £9.99, with *E-Tracker* weighing in at a hefty £30 when they're all released in September. FRED are also now distributing the full range of Coupé software from Betasoft, SC_Software, Glenco and Enigma Variations (excepting *Klax* and *Escape From The Planet Of The Robot Monsters*).

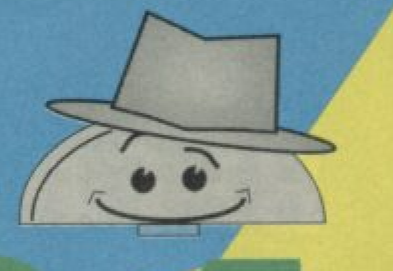
The company is also distributing SAM peripherals such as the Messenger and the 256K/1Meg upgrades, though not, as yet, the colour enhancer Kaleidoscope.



Mr Pac - although the name and the music (and the graphics) are going to change. Tsk.

JET SET SAM

ZAT-Soft is working on a *Jet Set Willy*-type game called, provisionally, *Manic Mansion*. It will be substantially larger than the Speccy classic, with 256K and enchanced 512K versions on one disk. The game is still far from completion, but as *SAM Manic Miner* has already broken ground in the platform genre, hopes are high for the ZAT program.



SAM ADVENTURE SYSTEM
Axxent Software/£30

It's been a while coming, but at last Colin Jordan's eagerly awaited *SAM Adventure System* (*SAS*) has arrived. The minimum set-up needed to run the program is a SAM 512 with ROM 2.1 or later, though provided the finished adventure is small enough, it'll run perfectly well on a 256K model. Happily for higher-spec machines, *SAS* also supports the 1MB module, the SAM mouse and a second disk drive.

The number 255 plays a big part in *SAS*. You can have up to 255 locations (each with up to ten exits), 255 movable objects, 255 unmovable objects, 255 flags (each holding values from 0-255), and 255 MODE 3/MODE 4 graphics screens (memory permitting). In addition, you have the use of 1024 messages and 30 system flags. Phew! But hey, let's not get too technical. *(Too late! Bemused Ed.)* Without having written a masterpiece using the system I can only give a brief first impression, but let's face it, first impressions count for a lot, so pull on your goggles and we'll dive straight in.

The system consists of three main parts. The **Editor** is where you create the adventure 'source' – the building blocks of the adventure such as locations, vocabulary etc. The **Compiler** converts the adventure source into executable code, and the **Interpreter** is a set of routines which combine with your compiled adventure to form a completely separate stand-alone game.

Before you get to grips with *SAS*, you should load up the demo adventure that comes with the program. It shows you exactly the kind of thing that you can accomplish, and should inspire you to persevere and learn the ins and outs of the system. After a quick play (the game shouldn't take you too long to complete) it's time to snuggle down with the manual. Little time is wasted in getting you up and running, and the first section in the hefty 111-page tome leads you gently into actually using *SAS*. You begin the tutorial by loading a start-up file that contains a set of the most popular adventure verbs, as well as the usual compass directions. From here it's a

ZINE

ZAT 15

£1.20

A bit different from the usual mags reviewed here in the Zine Scene – it's a paper based SAM/Speccy affair – ZAT is still mispronounced in three-quarters of all Coupé-owning homes. (It's Z-80, after the chip.) Issue 15 sees a new régime sweeping into power, ie a new Editor has been appointed, and it's a vast improvement over previous issues. Things get off to a flying start, with a dynamic cover featuring SAM as *Rick Dangerous*, and the exciting headline, 'SAM gets dangerous!' which refers to the review of the re-released Speccy game and not to a Coupé conversion of it at all, which is the conclusion just about everybody jumped to. The mag has a good spread of sections, with everything from a rather frightening Soapbox column to an interview with everyone's favourite hacker, Jon North. Programmers are especially well catered for, with a routine to print out the Z80 registers, a turbo loader and a password prog. Text is easy on the eye, though a little dry and cursed with poor spelling and annoyingly unnecessary quotation marks. Winding things up in a late night on the sofa with the kettle boiling in the background sort of way, I'd say that if you tune out the glitches in the text, ZAT is worth a look for the more serioso side of your SAM/Speccy.

★★★☆☆



Could do a bad Tarzan gag, I s'pose. Or a barbed comment about the stupid headline. But is it worth it?

simple enough matter to type in the tutorial adventure. It's only a wee one, but it gets you off to a good start, demonstrating how to enter and alter data and switch between the various menus.

Other sections in the manual deal with the likes of adding vocabulary, verbs, unmovable objects, valid exits from a room and – the biggie – using the source banks. These are the areas where you define the actual game routines. Variously, they deal with Initial Game Conditions, High and Low Priority Commands and Local

...entre

Routines. Between them the four banks cover every eventuality. Everything is explained quite clearly – within half-an-hour you'll have grasped the fundamentals (as they say).

The real meat of the system is the grandly acronymic S-PL, or *SAS* Programming Language. This is the language you use to write your routines into the source banks, and it's pretty darn comprehensive – there are some seventy commands in all.

After writing your adventure, you'll want to compile it. At this stage, you can choose a handy text compression option (more adventure per byte!) and define the number of characters your adventure will recognise at the beginning of a word. (For example, at the default setting of five, you can type **EXAMI ECTOP BARRI** instead of the whole **EXAMINE ECTOPLASMIC BARRIER**.).

Graphics can be added to your adventures, and those produced using the world-famous *FLASH!* are ideal. (You can also use ordinary SCREEN$ if you want.) Only the top two thirds of the picture are available to you, though this split-screen format is vastly preferable to full-screen graphics anyway. The grabber program supplied with *SAS* takes care of incorporating your screens rather nicely.

So there you have it. Once you're familiar with the basics, you can devour the manual to discover how to use memory efficiently and commands more effectively, as well as how to incorporate BASIC and machine code subroutines, user defined graphics and different fonts. To round things off, there's a glossary of source commands and a couple of nifty appendices.

If you've used any of the other adventure creation utilities on other computers then you'll have no problems with *SAS*. The only thing you need is a bit of common sense, a pinch of perseverance and a great big dollop of imagination to get the best out of it!

Tim Kemp.

85%

Coupé Coupon Corner

Fancy sampling ZAT magazine for yourself? Well, here's your chance. By the simple expedient of dashing off 60p plus (and this is the important bit) a stamp, you could be in receipt of issue fifteen, or if it's out in time, the undoubtedly superior issue sixteen. If you feel like giving your programming skills a good old workout, send off the coupon. If not, erm, don't.

TO:
ZAT/YS Cut-price Issue Offer, ZAT, 33 Dorley Bank, Telford. Hello! Please send me the latest issue of ZAT.

FROM:

Name.......................................

....

Address....................................

....

....

....

Postcode...................................

I enclose a stamp and a cheque/postal order for 60p made payable to D Ledbury.

SCENE

SCAC 5

£1.00

In keeping with the adventurey theme of SAM Centre this month, we're revisiting the spelunkers' mag, *SAM Coupé Adventure Club*. Number five is a western special, with a review of *Sheriff Gunn*. Well actually, with several reviews of *Sheriff Gunn* – rather cleverly, *SCAC* has at least two reviewers for every game, with one writing the meat of the article and the other offering some choice comments at the end. Mmm, nice. The free game is a definite plus too. Each month, *SCAC* beats a leading adventure writer over the head with a white rabbit (or something) in order to get a Speccy adventure on the disk. There's a rather fine emulator supplied with the mag – but as usual, you'll have to get hold of a 48K ROM snapshot to make it work. The mag's resident Techie Ed juggles about with the Speccy code so you can save your position not to tape, but to lovely SAM disk. The index pages, covering the current adventure mags, publishers and games are very neat. I really like the screenshots from adventures being reviewed – ie, lots of pictures of text. Magnificently pointless!

There are a few minor wobbles. Rather embarrassingly for a very wordy mag, the grammar has a habit of wandering out into the garden with an attractive companion and a small drink at critical moments (the front-screen scrolly is especially cringeworthy). Secondly, the text is laid out a little scrappily, with words drifting annoyingly over into new pages all of their own. Ah well. It's a great mag to load up and just wander through, and as a bonus packs in a surprising amount of games coverage thanks to the wonder of Speccy emulation and the sheer number of Speccy adventures. It's thoroughly clubby, characterful and mildly eccentric. This is a compliment, by the way.

★★★★☆



It's the Magnificent, erm, Four. Actually, I think the second gunman on the left has just fallen off his horse. Amateurs.

POST BOX

FORMAT Publications 34 Bourton Rd, Gloucester GL4 0LE ☎ 0452 412572

FRED Publishing 40 Roundyhill, Monifieth, Dundee DD5 4RZ

Axxent Software C Jordan, 89 Trewent Park, Freshwater East, Pembroke, Dyfed SA71 5LP

SCAC, Phil Glover, 43 Ferndale Rd, Hall Green, Birmingham B28 9AU

It's time to go off and try out the cheats for *Astroball*. Send all your SAM stuff to me here at SAM Centre, YS, 30 Monmouth St, Bath BA1 2BW and I'll see you all next month. Basically.

YS hints'n'tips TIPSHOP

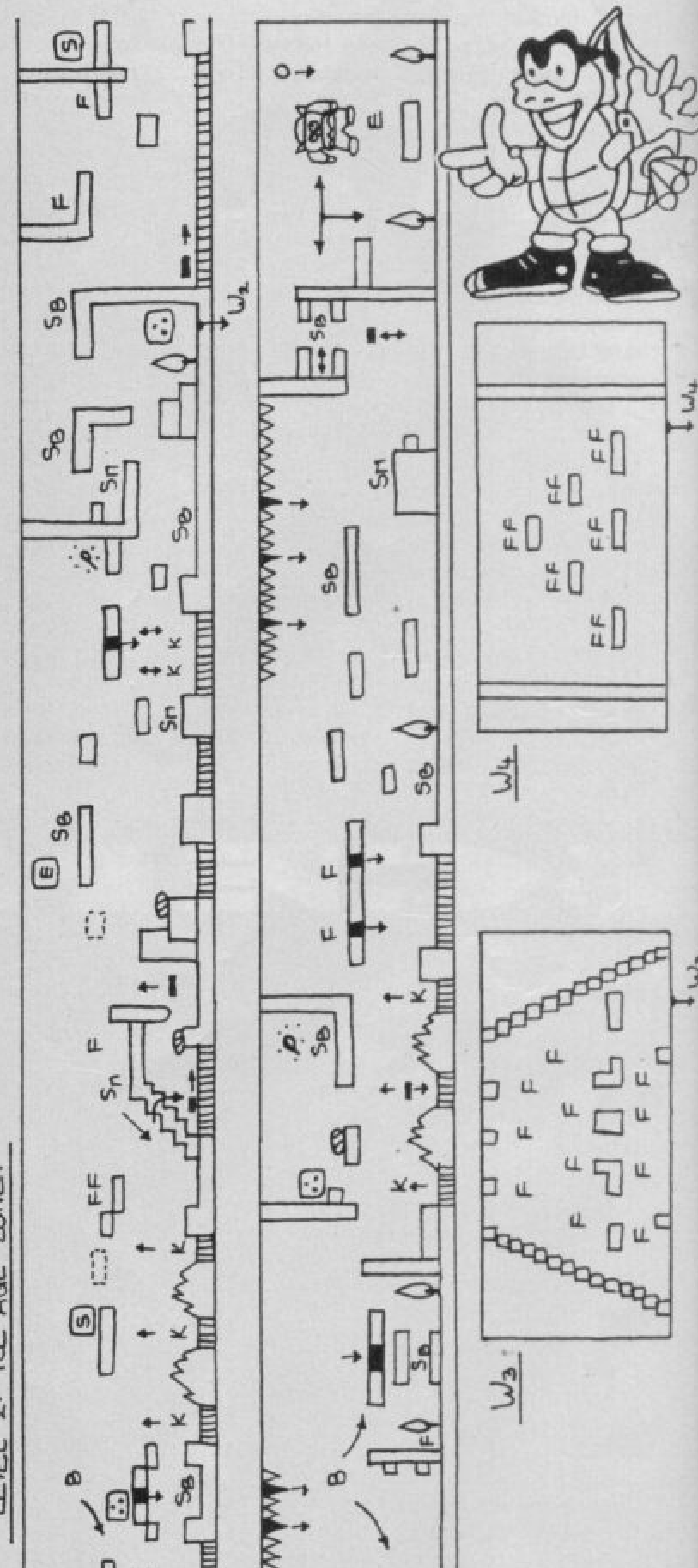


Greeting Spec-chums! I am currently recuperating after a particularly hectic holiday in Norwich. It was a bit of a disaster really – not only did I fall ill and get bitten by millions of particularly bloodthirsty meanies but (but!) I also leaned against an electric fence whilst taking a photo of a cow. Ouch! (Mind you, it was a lovely cow.) After all that, the Tipshop box reminded me how good it was to come home!

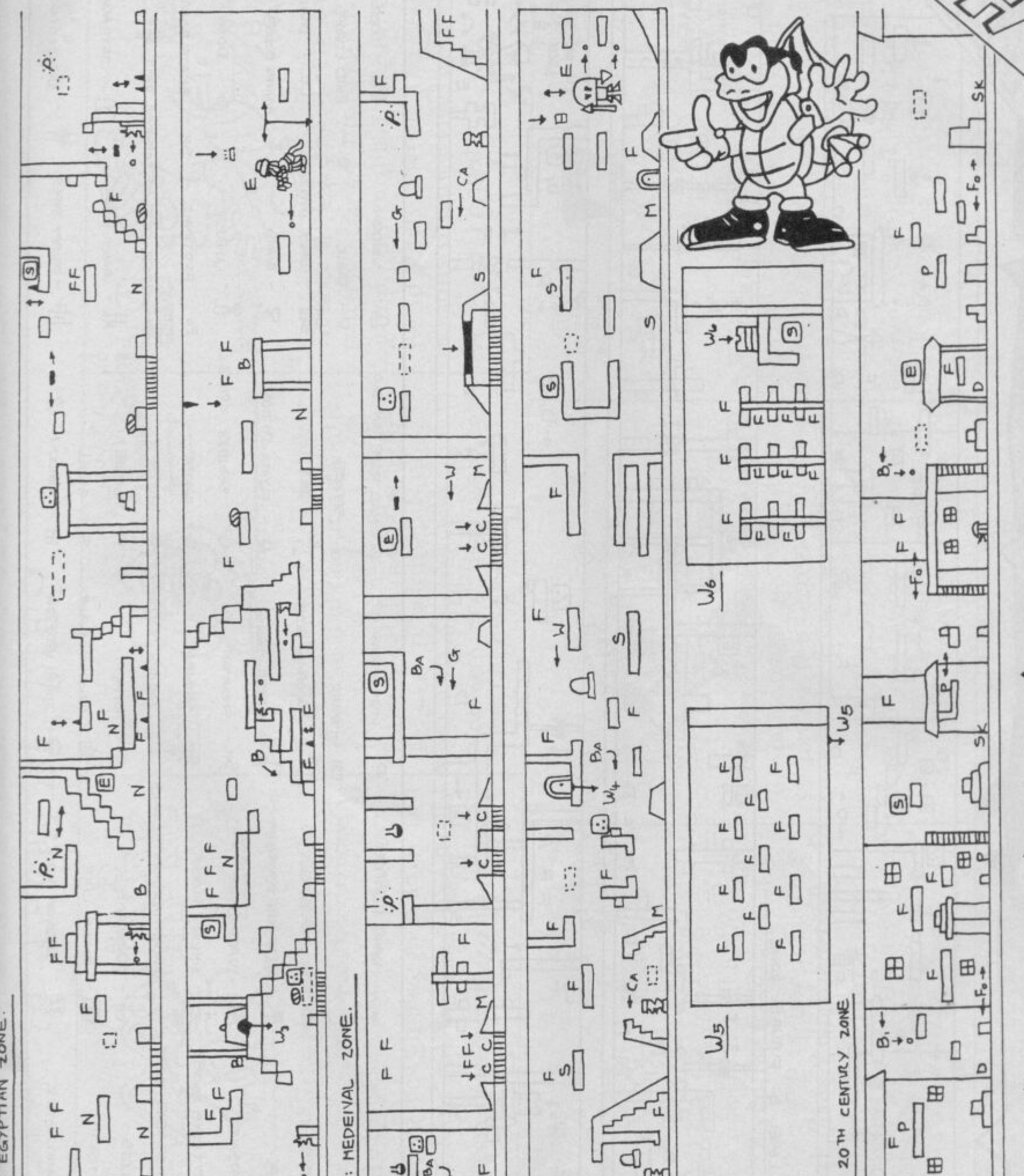


TURBO T

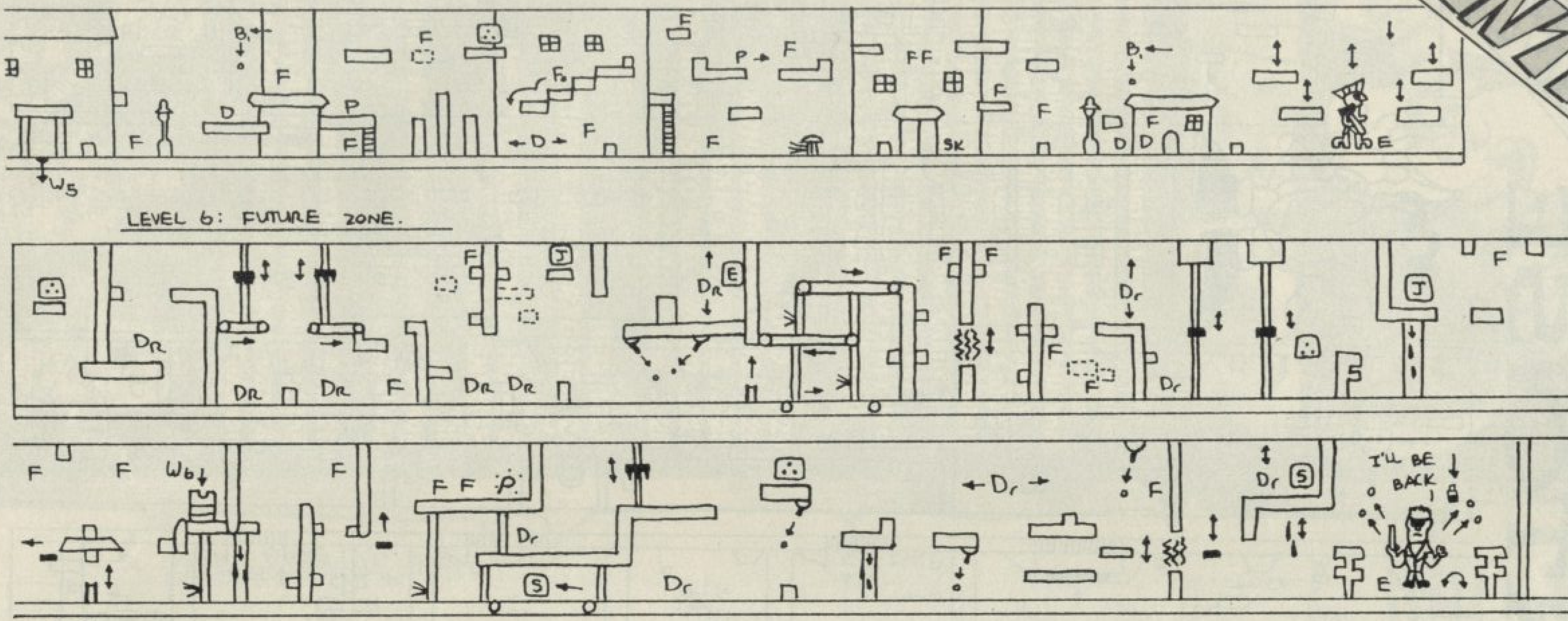
Following on from last month's map, here are Levels Two to Six completely mapped and tipped. The maps are by Michael Robinson, and the tips on the end-of-level baddies were provided by Robert Challis. The two of them share the Tip o' the Month Award. Hurrah!



THE TORTOISE



TIP O' THE MONTH



KEY

- X - START
- F - FRUIT
- C - CAVEMAN
- B - BLOB
- D - DINOSAUR
- T - TERRY (DROPS EGGS)
- E - END OF LEVEL BODS
- BULLETS
- (S) - EXTRA HIT
- CA - CANDLESTICK
- MOVING PLATFORM
- LIFT
- PICK UP BLOCKS
- COLLAPSING PLATFORM
- W - WARPZONES
- SINKING BLOCKS
- HIDDEN PLATFORMS/LIFTS
- PLATFORMS
- (E) - EXTRA LIFE
- SPRINGY BLOCK
- INVULNERABILITY
- WATER
- B - SWOOPING BLOB
- K - KIPPER THING
- Sm - SNOWMAN
- SB - SNOWBALL
- FALLING SPIKES
- N - NOMAD
- SPITTING SPHINX
- FIRE HYDRANT
- B - BAD EGYPTIAN GUY
- SPIKES
- BA - BAT
- FLYING POTION
- C - SINKING CROCS.
- G - GHOST
- W - WITCH
- M - MOUSE
- S - SKULL
- WINDOW
- WINDOW
- P - PUNK
- LEAKY HYDRANT
- GUNS
- LAMPOST
- Fo - FOOTBALL
- LADDER
- CONVEYOR BELT
- LEAKY PIPES
- DRIPPY PIPES
- DOOR
- B - BIRD (DROPS EGGS)
- DR - DROID
- MOVING DOORS
- D - DOG
- SK - SKATEBOARDER
- CRUSHER
- (J) - JETPACK
- ELECTRODES

The End-of-Level BADDIES

1



When he starts moving jump onto Ⓐ and wait. When he fires diagonally jump to Ⓑ, then onto his head and from there to Ⓒ. Now drop down to Ⓓ and wait till he fires diagonally before doing the same thing backwards.

2



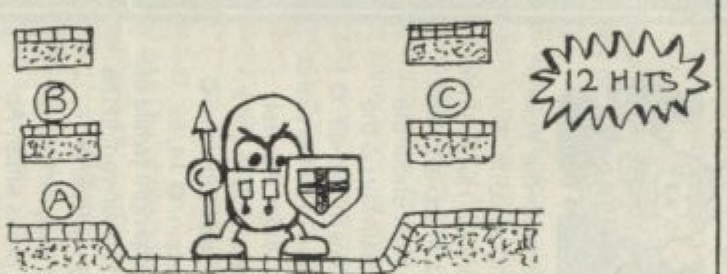
Easy. Make him drop to the floor, by walking underneath him, then dodging him as he falls. Shoot him on the top of the head. If you lack bullets, make him drop next to a platform and then use it to jump on his head.

3



Stand at Ⓐ and when the mummy comes up beneath you jump straight up, land on its head, then bounce to Ⓑ. When it goes down, move back to Ⓐ and repeat.

4



When he's down stand at Ⓐ and shoot. Then jump to Ⓑ and when he fires, jump up and left to avoid it (this takes practise). Then go back to Ⓐ and repeat. If you have no bullets, jump from Ⓑ onto his head, to Ⓒ and vice versa.

5



The punk pops up in the order shown by the letters. When he appears at Ⓒ, go to Ⓑ. Then when he gets to Ⓐ, either shoot him or jump on his head. Then move before he comes up beneath you.

6



When you arrive stand at Ⓐ and wait. When he's about to hit you, jump over him and leg it to Ⓑ. When his shots go over you, go to Ⓒ and wait for him to stop to your left. Jump on his head, go to Ⓐ and repeat.

SPACE CRUSADE

Here's a useful (!) tip for Gremlin's spacey shoot-'em-up from Matt Beauchamp...

To see your hard nut soldiers die one at a time, just press DELETE and Q at the same time. Blammo! They're all dead.

Erm, thanks.

NON COMPOS MENTIS 2

Mario Sarno was one of the few to ignore *Logo*, instead he turned his brain to mush by finding all the level codes for this covertape puzzler.

1. NONE ✪ 2. ONLY 23 MORE ✪ 3. Y.S. IS BEST ✪ 4. SPECCY POWER ✪ 5. LINDA'S LOVE ✪ 6. MORPHENE YET ✪ 7. SAGE WARFARE ✪ 8. HAPPY SHEEP? ✪ 9. YIBBLEYIBBLE ✪ 10. DR. HATSTAND ✪ 11. ST'S 'R CRAP ✪ 12. SO 'R AMIGAS ✪ 13. TECHNOFEAR.. ✪ 14. THE BAD TRIP ✪ 15. LENTIL SOUP! ✪ 16. MEGALOMANIA ✪ 17. GIVE UP YET? ✪ 18. HIPPY FREAK? ✪ 19. FUNKED UP???

Apparently, the rest of the levels don't have codes. After Level 24 it says Level 25 when it is in fact Level One again. Swizzle sticks!

SAM ASTROBALL

Matthew Bridges is living proof that cheating really does pay...

When on the high score table, enter your name as Lovely Jubbly. This activates the cheat mode, when playing the game press

press	1	Extra life
	2	Invincibility
	3	Slowball
	4	Warp
	5	Reset timer to 200

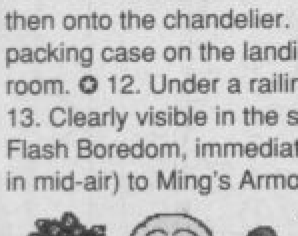
Get bouncing, SAM-chums!

SEYMOUR GOES TO HOLLYWOOD

From my mail, it seems that Leigh Loveday was having problems finding all the Oscars in this Codies' caper. John Brereton has kindly sent in all the positions. (Well, that's what it says here.)

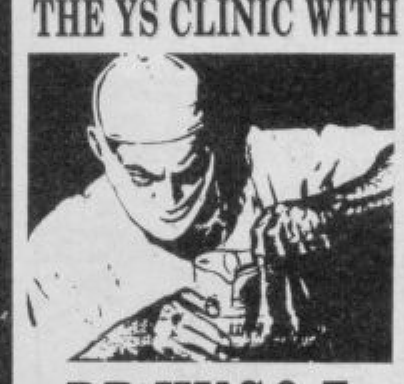


1. Props department, under a barrel. ✪ 2. Underneath the Yukka plant by the lift. ✪ 3. Outside Hut C, under a window pane. ✪ 4. To the right of Hut C, under some leaves. ✪ 5. Inside Hut E, under a barrel. ✪ 6. In the Wizard of Oz, fall off the castle top and look under the clump of leaves. ✪ 7. In Rick Bracey, look under the crate in the lock up. ✪ 8. In Sherlock Bones it's halfway up the tree. Jump onto the platform, jump right and hit fire in mid-air. ✪ 9. In Sal's Saloon it's under the last chandelier. Jump onto the piano, then onto the chandelier. ✪ 10. In Sal's Saloon, under the last packing case on the landing. ✪ 11. Under left bed knob in Sal's room. ✪ 12. Under a railing in the first room of Frank Einstein. ✪ 13. Clearly visible in the secret lab of Frank Einstein. ✪ 14. In Flash Boredom, immediately after teleporting jump right (while still in mid-air) to Ming's Armoury. ✪ 15. Under the first air-vent in the space base in Flash Boredom. ✪ 16. Back in Sal's Saloon jump onto the third chandelier and press enter. An Oscar should appear on the stairway.



There you go, Leigh! Make sure you collect them in the right order.

THE YS CLINIC WITH DR HUGO Z HACKENBUSH



Got a gamesnag? See a specialist!

Next! Oh, it's you again. Well, you'll be happy to see that I've finally managed to get back to the Clinic. The old place has changed a lot in the four months I've been away. For one thing, the rent is four more months overdue. And I'm slightly taller. But enough of my problems. I suppose we'd better have a look at some of yours.

INSIDE OUTING

Quite a while ago, A Priestman wrote in to say he was completely stuck in this ancient 3D burglary game. The indefatigable, insufferable and in every month Richard Swann has sent a letter describing exactly where all the jewels are hidden. Take it away, Swann. And when you've done that small job of cleaning up, give us the benefit of your gaming experience. "Go through the right-hand door at the bottom of the start room. Dodge the rats, jump on the cooker, kick the top off and get the gem. Get the die. Go left to the room with a fire in it. Drop the die onto the fire, push aside the grating and get the second gem. Now go down into the snooker room. Jump onto the table and push all the balls into the pockets, then push an object under the table and the third gem will appear. Have a nice cold glass of water and take a short nap, then go left, round the corridor and left again. Go through the other corridor to the room with two bookshelves. Push a few objects under the bookcase to reveal gem number four. Next, retrace your steps to the room with lots of tables arranged in a hollow square. Push some objects into the hole, jump after them and grab the gem. Then go to the room on the right and you'll find another jewel just waiting for you. Go left and up to the room with a picture. Push it left and right, and the seventh jewel will fall out." And I'm afraid we'll have to leave Swann's solution there, because I'm getting extremely bored with it. I'll continue the letter next month, if I can be bothered. For the moment, let's move onto something more interesting.

LORDS OF CHAOS

A fine tip for this fine game from fine Graham Martin. "Select any character that can pick up objects and load it up until you've equalled the character's weight limit, making sure the last object picked up is a vial." Or should that be phial? But Graham digresses. "Now go over to a cauldron and fill the vial. Your weight limit will leap to 255 points." A natty cheat and one that deserves a companion tip from Hackenbush's private files. In *Lords Of Chaos*'s sister game, *Chaos*, cast a Raise Dead spell on a mount. Now when you use it to travel about, you'll become Undead yourself. Perhaps I should award myself a prize.

DRIZZLY

Okay, okay, I'll bow to public opinion for once. Here are a couple of tips for *Prince of the Yolkfolk* and *Fantasy World Dizzy*. Under protest. Step up to the mark, David Downs, and deliver your pearls of wisdom in a strong, clear voice. And make it quick. "I noticed that in issue 77, you missed out three cherries in the *Yolkfolk* solution. They are to be found in the Castle Garden (behind a clump of grass and the stone block) and on the Enchanted Treetops (stand right on the edge of the left platform then jump right and press fire three times). PS Please can you send me the solution to *Treasure Island Dizzy*?" No. Who's next? Ah, the Bouncing Purple Klein Bottle Of Blivicia, with the true location of the final coin in *Fantasy World Dizzy*. "It's on a hidden screen to the left of the very top of the tree house complex." Thanks Bottle. Now go away and take that dreadful egg and his disreputable friends with you.

ASTROCLONE

A very old game, but one that's afforded many hours of enjoyment nevertheless, and doesn't feature any clever eggs. So pray silence for this gem of a tip from Nicholas 'Don't Call Me Pope John' Leitch. "On the arcade shoot-out bit of the game, simply stay at the bottom of the screen and you'll survive without injury." Thank you sir, and my regards to your good lady wife, Mrs Pope John.

AU SECOURS!

Graham Martin: "In the YS covergame *Empire*, how to you get a better ship, buy systems, end the plague and, well, do anything at all really?"

Ian Taylor: "I'm utterly stuck in *The Incredible Hulk*. Every time I change into the Hulk in order to escape from the dome, gas is released to change me back to Bruce Banner. What on Earth am I doing wrong?"

The column inches have slipped away again. Secret Word Competition 3 is still open, so check last month's issue for the details. And keep those tips and snags coming to the YS Clinic, 30 Monmouth Street, Bath BA1 2BW. Now go, and leave me alone with my unpaid rent.

PRACTICAL POKES

He's Jolly, he's Jon and he's a bit Northy. He's got a load of POKEs and a spotty chin. Ha!

Okay, look. I know I said I'd get a photo of myself printed this month, but I forgot. My acne didn't (as my forehead will testify to), but I did. Maybe next mumf, alright? Alright.

RETURN OF THE BLACK KNIGHTS

Yes indeed, after a fairly short-lived and really quite unexciting solo career pursued by 'Mad' Matt Corby, the Camberley double-act makes a comeback. Pausing only to rattle off ten reasons why Led Zeppelin are infinitely better than Transvision Vamp (all of which had nothing to do with Wendy's lot), they came up with these minor gems to stick into your Speccy should you ever feel the urge.

***DEFENDERS OF THE EARTH* (YS VERSION)**

```
10 REM BY BLACK KNIGHTS
20 CLEAR 48095: LOAD""CODE
30 FOR F=48096 TO 48126
40 READ A: POKE F,A: NEXT F
50 POKE 48255,224: POKE
48256,187: LET F=USR 48128
70 DATA 33,104,206,62,17,1
80 DATA 253,127,237,121,54,0
90 DATA 62,19,237,121,54,0
100 DATA 62,22,237,121,54,0
110 DATA 62,16,237,121,195
120 DATA 120,93,72,65,67,75
130 DATA 69,82,83,32,65,78
140 DATA 79,78,32,65,82,69
150 DATA 32,78,73,67,69,33
```

***ARMY MOVES* (RE-RELEASE)**

```
10 REM ARMY MOVES PT1 BY
BLACK KNIGHTS
20 CLEAR 29999: LOAD""CODE
30 RANDOMIZE USR 3E4:
LOAD ""CODE
40 POKE 54600,0: REM INFY
LIVES
50 POKE 56738,0: POKE
59380,0: REM IMMORTAL
60 RANDOMIZE USR 31066
```

```
10 REM ARMY MOVES PT2 BY
BLACK KNIGHTS
20 CLEAR 29999: LOAD""CODE
30 RANDOMIZE USR 3E4:
LOAD ""CODE
40 POKE 30932,195: REM ANY
CODE TO START
50 POKE 53771,0: REM INFY
LIVES
60 RANDOMIZE USR 30900
```

MORE ANONYMOUS STUFF

Or perhaps not. I always thought that 'anonymous' meant a complete lack of any sort of identity, but maybe Gerard Sweeney, Raymond Russell and Jamie Murray from Lanarkshire in Scotland (who still haven't sent me a copy of their POKE tape, the scamps) are going by a different definition? Who knows? Who cares? Who's actually going to use these listings? Who's going to fix the question mark button on my Amiga? Who knows what lurks in the minds of men? The Shadow knows.

```
10 REM TURBO TORTOISE
20 CLEAR 65535: LOAD""CODE
30 POKE 63527,243: LET
A=62272
40 READ B: IF B=999 THEN
RANDOMIZE USR 63488
50 POKE A,B: LET A=A+1:
GOTO 40
60 DATA 62,182,50,189,209:
REM INFY LIVES
70 DATA 62,182,50,81,220:
REM INFY ENERGY
80 DATA 175,50,169,211: REM
WEAPONS
90 DATA 195,64,240,999: REM
END MARKER – VITAL!
```

```
10 REM OFFICIAL XMAS SIM
(EH??) BY H.A.
20 CLEAR 29999: LOAD""
SCREEN$
30 LOAD ""CODE: LOAD
""SCREEN$
40 POKE 33122,0: REM TIME
50 RANDOMIZE USR 16384
```

MORE FOSSILS

I got another request to hack a fossil this month, from Steve Dyason in Morden. He wanted *Skool Daze* done. Always one to oblige, or at least to get some other poor bod to oblige on my behalf, here's a routine written yonks ago by a couple of old mates of mine, Wallington's own Tracey Carter (and one of her mates whose name escapes me). This gives infy lines. (That's lines, not lives.)

```
5 REM SKOOL DAZE
10 LET T=0: FOR F=59857 TO
1E9
20 READ A: LET T=T+(F-
46500)*A
30 IF A=2 THEN GOTO 60
40 IF A>255 THEN GOTO 80
50 POKE F,A: NEXT F
60 IF T<>52720194 THEN
STOP
70 RANDOMIZE USR 59857
80 LET F=A: NEXT F
90 DATA 221,33,203,92,17
100 DATA 75,1,62,255,55
110 DATA 205,86,5,48,241
120 DATA 62,230,50,48,93
130 DATA 33,0,0,195,108
140 DATA 30,33,9,234,17
150 DATA 185,128,1,14,0
160 DATA 237,176,33,161,128
170 DATA 14,21,17,145,129
180 DATA 237,176,33,149,129
190 DATA 34,161,129,195,47
200 DATA 128,0,62,195,50
210 DATA 125,128,62,129,50
220 DATA 127,128,195,139,128
230 DATA 181,177,144,141,139
240 DATA 151,33140,221,
124,254
250 DATA 129,40,3,221,117
260 DATA 204,217,221,9,217
270 DATA 58,134,128,254,32
280 DATA 40,8,62,201,50
290 DATA 192,249,195,134,128
300 DATA 33189,195,117,129,2
```

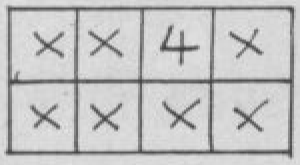
Out of room and a bit tired. Send the usual gubbins to the usual address (as usual). See you in the scrolly. (Zzzz.)

LOGO

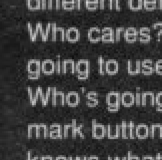
I thought the Tipshop box was looking incredibly promising this month cos it was positively bulging. I was so disappointed when I opened them – half of them were tips for *Logo*. Unfortunately, a lot of you take us far too seriously. There wasn't any such thing as a *Logo* compo – it was a joke. Ha ha! Oh well, here are some tips for it anyway.

The key to beating the game is to work out which blocks of the pattern you need to put in first and then building it up from that starting point.

For example:

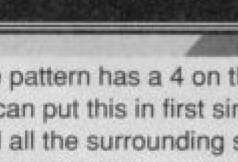


If the pattern has a 4 on the edge you can put this in first since you need all the surrounding squares to be put in afterwards in order to make it a 4.

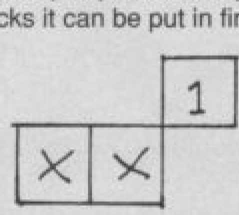


For the same reason, if a pattern has a 3 forming a corner, this can be put in first.

If a 2 is in this sort of position, it can be put in first.



Finally, if a 1 is not horizontally or vertically adjacent to any other blocks it can be put in first.



Another very useful thing to remember is that there are actually two ways of making a 1. You can either...

a) Plonk a block down and don't put any more blocks around it.

Or...

b) Plonk a block down and then completely surround it with other blocks, so it cycles through all the other numbers back to 1 again.

If there are two 1s next to each other, either horizontally or vertically, one of them must have been cycled through all the numbers.

Finally, here's some helpful hints for the two hardest levels.

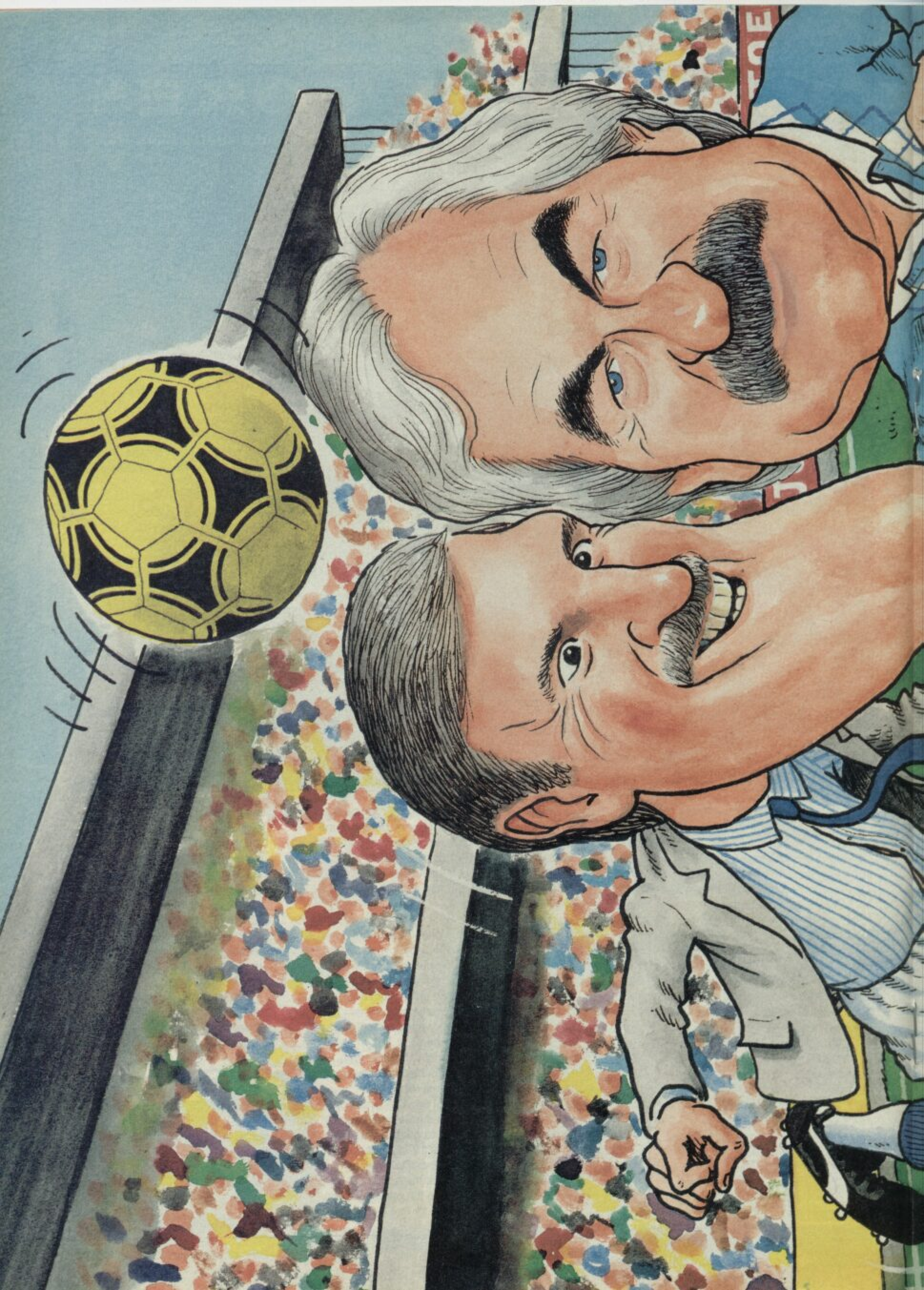
Level 94: The whole grid is filled here and so it's easy to get lost when you try to fill it in. First do all the blocks you can around the edges. Then go into the middle and do all the 1s that look suspiciously like they need to be cycled. After that it really is so much easier.

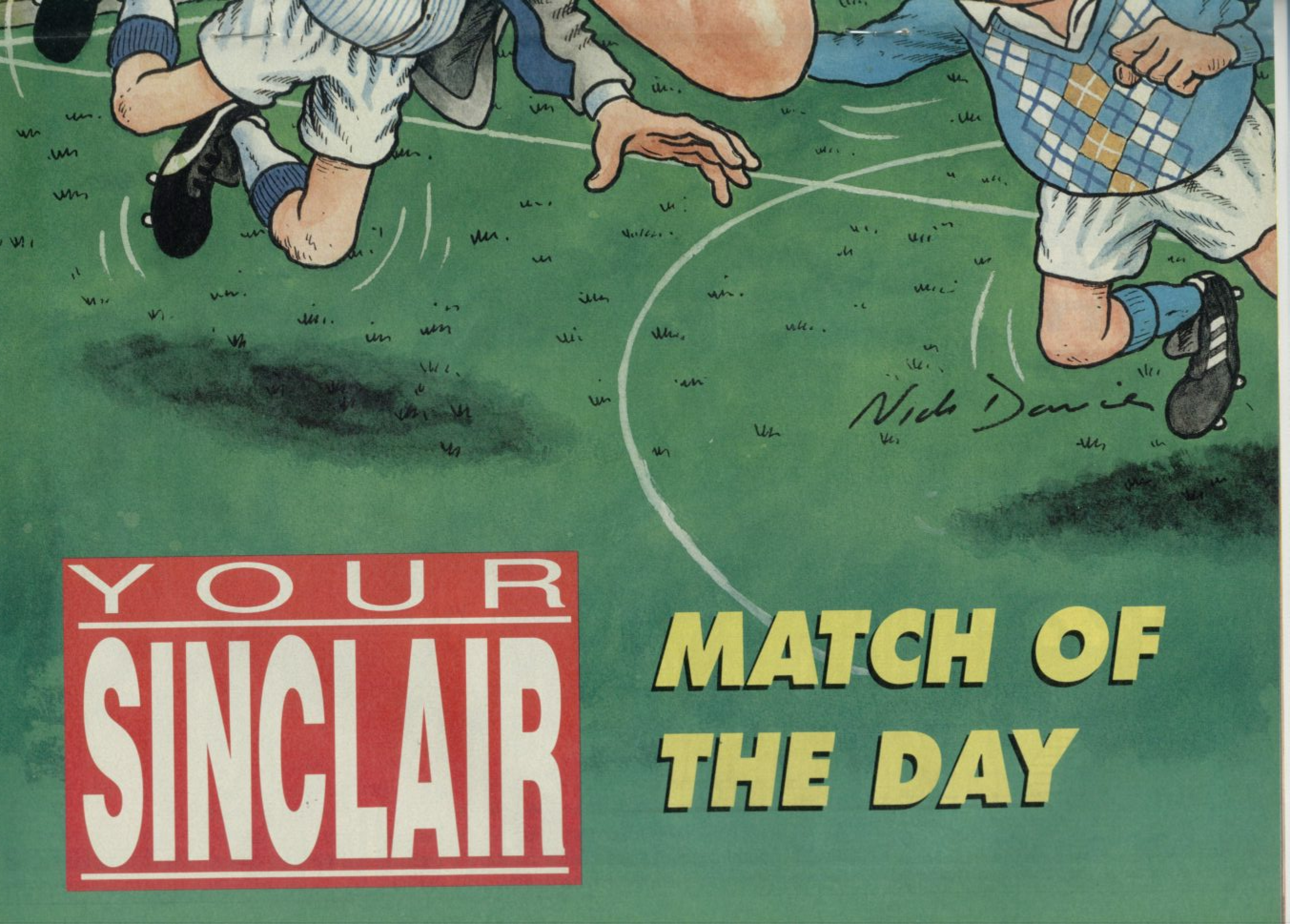
Level 100: A fairly simple pattern, but you get hardly any time to do it in. It's also quite hard to see your cursor against the background. The best way to do this is to memorise as much of the pattern as possible. That way, if you don't make it – you'll have a better chance next time.

Right, that's *Logo* out of the way courtesy of Robert Challis. Please, no more maps or anything.

GOODBYE

I'll keep this short and sweet this month, seeing as that *Turbo the Toryoise* stuff took up so much room! Send all those maps, tips and cheats to me, Linda B, at The YS Tipshop, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW. B-bye, lumpfenplumfen.




YOUR SINCLAIR
MATCH OF THE DAY
Nick Davies

TO PROTECT AND SERVE

Got a problem? Get it solved! With ADAM WARING

SPEC TEC



Spec Tec is in a spot of bother again. It looks like this town's getting a mite frisky for our man in the mac!

Can't talk now. I've just discovered Batman's true identity, but just as I was slipping out of the Batcave, I accidentally backed into his prize display of rare tropical daffodils. I tried to keep it quiet, but I think the sound of the greenhouse glass shattering alerted him to my presence.

Then, as I was making good my escape, who should I run into but my old 'friend' Captain Mahoney from down the precinct. 'Run into him' is exactly right; I'd commandeered Batman's rather natty car, and was still having trouble getting the hang of the controls and knocked his patrol car right off the road.

I ditched the car – it wouldn't go any more anyway. I thought it would be best to take a short cut through the downtown area of the city, by the docks. I cut through a disused warehouse, only to find it wasn't disused. Bath's Mr Big was evidently conducting some business and, well, it was with the Mayor of the city. Very dodgy – could ruin his political career if it ever got out. I tried to sneak out inconspicuously, but both of them caught sight of me and I think I must have ruined whatever deal it was they were conducting. I hope it wasn't worth too many thousand dollars. Mr Big would not be pleased...

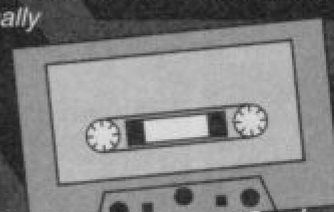
STREET ART

I would like to buy an art package for my 48K Spectrum, but cannot afford the £49.99 for the Datel Genius mouse and *Art Studio*. Could you please recommend some equally good but cheaper art packages.

Could you please also plug my new tapezine, Spec Squad, which is full of reviews, tips and cheats. *(No, certainly not – Ad)* Issue one is available by sending £1 and a blank tape to 78 Victor St, Pelsall, Walsall, West Midlands WS3 4BX. *(Oi, I thought I told you before – Ad)*

M Cotterill
Pelsall, W Midlands

For my money, Art Studio *is just about the best art package you can buy on the Speccy. The good news is that you don't actually have to buy the Genius mouse to go with it, though you may have to shop around to find a supplier. Why not try and see if you can buy a copy from Datel without the mouse? Their number is 0782 744707.* **Ad.**



NOWHERE TO RUN

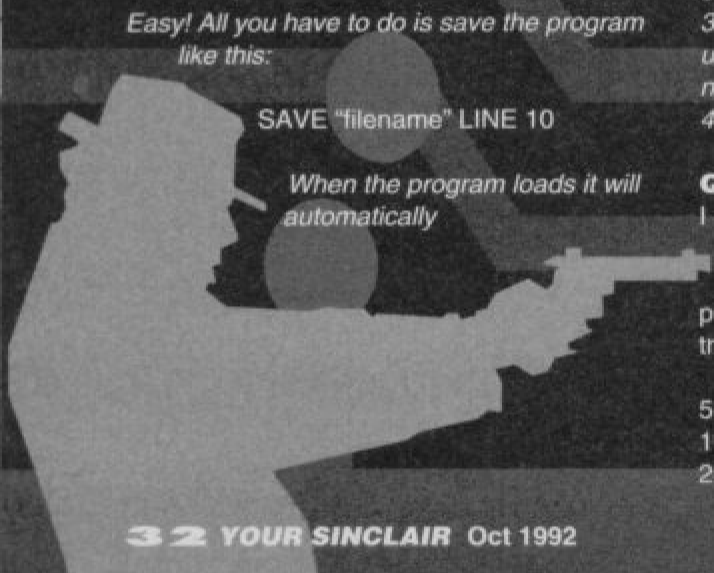
I am trying to make my own game and was wondering how to auto run a program.

Simon Morris
Neath, Wales

Easy! All you have to do is save the program like this:

```
SAVE "filename" LINE 10
```

When the program loads it will automatically jump to line 10 (or whatever number you put after the LINE statement). **Ad.**



PLUS 3D

I own a Speccy +2A and have a number of unanswered questions:

1. Will disk software for the +3 work with my +D?
2. What is a Multiface and what does it do?
3. I reckon you should have more pages.
4. Actually.

Steve Houlton
Stratford Upon Avon, Warks

1. No dice, I'm afraid. The +D operating system works in a completely different way to the +3 and so wouldn't be able to understand the format of the disks. In addition, the types of disk used are physically completely different types; the +3 uses 3 inch disks while the +D uses more standard 3.5 inch disks.

2. A Multiface is a device that fits into your computer's expansion adaptor and, at the press of a button, freezes the operation of the computer, taking over control of it. From there you can do a number of things, including saving the contents of the memory to disk or tape – so you could save a game after you've got past a particularly tough part – or entering pokes to alter the number of lives and so on. In short, it's invaluable for cheats!

3. I tried telling the Ed that (for the money, you understand). She's one tough customer and, needless to say, I walked away empty handed.

4. Banana. **Ed.**

QUESTIONS, QUESTIONS

I am trying to write a quiz program in 48K BASIC, but I need some help before I can go about it properly. How do you get it to pick questions at random and how do you put the answers with the questions? For instance:

```
5 PRINT AT 3,6;"Who sang 'Still I'm Sad?'"
10 INPUT A$
20 IF A$="RAINBOW" THEN GOTO 40
30 GOTO 5000
```



Line 40 carries on with more questions and so on and so on. Line 5000 is the game over part. It's alright, but you get the same questions in the same order all the time.

R Blackmore
South Wales

Okay Mr Blackmore, what you need to do is take a far more structured approach to your programming. A good way to hold a lot of information is to use DATA statements and hold the information in what's known as an array.

Once the information's safely stored in an array, it is easy to access any data you like, no matter where it is in the list. To select items of data randomly, you can use the Spectrum's built-in random number function.

First then, let's set up the question and answer information. Our example quiz will have five questions and answers:

```
10 DIM q$(5,30):DIM a$(5,10)
20 FOR n=1 TO 5
30 READ q$(n):READ a$(n)
40 NEXT n
1000 DATA "What's the capital of Thailand","Bangkok"
1010 DATA "What's H2O commonly known as","Water"
1020 DATA "How many days in July","31"
1030 DATA "Which country is EuroDisney in","France"
1040 DATA "What's the best Speccy mag out","YS"
```

Okay, let's go through the program so far. Line 10 sets up two arrays. The first (q$) is for the questions and sets up the array to hold 5 questions to be a maximum of 30 characters long (hence the 5,30 in brackets). The array for answers (a$) is set to hold five answers, each of a maximum of 10 characters.

CRACKED!

SPECIAL INVESTIGATION SOLVED

SAMPLE MY WARES

I have found something that should please all readers of Your Sinclair. I have found out how to use the sound you create on the *E-Sampler* program given away on last month's cover tape in your own programs.

First of all, get the recorded message you want into the computer's memory using the instructions given last month. Then write down the length of the sample and use the Quit option to get out of the program. Type in RANDOMIZE USR 32700 to hear your recorded sound. If you're happy with the sound then insert a blank tape and type:

```
SAVE "filename" CODE 32700,length+24
```

(Mark says it's 32767. Take your pick – Ad)

You can now reload the sample to any address in memory and hear it using:

```
LOAD "filename" address: RANDOMIZE USR address
```

And Bob's your uncle!

Stuart Swannie
Lerwick, Shetland Islands
and Mark Robert Facer
Rugby, Warwickshire

Thanks guys. Look out for a little something in the post soon. By the way, what's this about my uncle? He's not called Bob at all. His name's Rocky Roquefort and he's a bouncer at the Hotsi Totsi Club. Just thought you'd like to know. **Ad.**

GET INTO PRINT

A couple of months ago I purchased a Star LC-200 printer package from Datel Electronics and, as you can imagine, was very excited. I ran straight home, plugged everything together, loaded up the control program and chose the correct driver for my printer (or so I thought). But to my dismay it stubbornly refused to work when I tested it.

After a few annoying minutes I went back to the Centronics interface manual and sure enough there were three choices: Epson, MCP (Multi-Colour Printer which I chose first time round) and Brother HP5 AP 100A. This time I reset the computer, chose Epson (a good start address is 64600) and it printed completely brilliantly.

Then I loaded the colour printer driver (this has to be bought from Datel). To cut a long story short I had to do numerous test prints before it worked (the only info you get is on a poxy little A4 sheet – shame, it's a very good driver). To save you all the hassle (and ribbon) here are the settings:

Printer Settings:

DK'Tronics Interprinter	On
Auto Line Feed	On

Colour Settings:

1 On
2 Off
3 Off
4 Off
5 Off
6 Off (On if you want a large copy)

This will print out your pictures perfectly! Hope it's of help.

Mehul Lakhani
Erith, Kent

That should help a lot of new colour printer owners. Here, have a YS goodie bag for all your trouble! **Ad.**

BREAK IT UP

Over the months that Spec Tec has been around, you've had letters about stopping people breaking into BASIC through STOP in INPUT and by disabling the break key. Why has no one thought about locking out the error messages? Okay, so it's necessary to write your own routine in its place, but that's not so difficult:

23613/4 : ERR SP – You may recognise these addresses – they contain the address of the error stack pointer. Basically, when an error is spotted, it jumps to the contents of the pointer so to change it to point to your own routine:

```
1 LET addr= (your own machine code error routine address)
2 LET sp=PEEK 23613+256*PEEK 23614
3 POKE sp,INT(addr/256)
4 POKE sp+1,addr-(256*PEEK sp)
```

23610 : ERR NR – This contains the error number-1. So, for 9:STOP statement the number at address 23610 would be 8 (the only exception is 0:OK which reads 255). When the computer jumps to your routine it is necessary to reset the number to 255 so that it doesn't jump right back.

Unfortunately, I haven't worked out how to get back to BASIC yet – this would mean that you could jump from a routine to your BASIC program and continue at any line you like. So if an error is detected you could jump to line 9999 and have a BASIC error routine there.

If anyone out there can fill in the missing information or create a routine from this base, then send it in! Also, if anyone has details of where I can get hold of information on all the 48K and +3 BASIC subroutines then I'd be glad to know!

Ed Sayers
Bristol

Thanks, Ed. If anyone has any of the information that Ed asks for, then you know where to send it. You'll probably win Ed's undying gratitude. (Eh? Ed) Not you, Ed. I meant Ed, not Ed. No, hang on a goldarn minute... **Ad.**

The next three lines, from 20-40 read the question and answer data into the arrays.

The DATA statements (lines 1000-1040) hold the text for the questions and answers. That's set up the information ready for the computer to ask you questions. The next part will need to select questions and answers randomly. Add these lines to the program:

```
100 LET x=INT (RND*5)+1
110 PRINT q$(x);"?"
120 INPUT i$
130 IF i$<>a$(x) THEN GOTO 200
140 PRINT "Correct!"
150 GOTO 100
200 PRINT "No, the correct answer was ";a$(x)
210 STOP
```

Line 100 produces a random number between one and five. Line 110 prints the question, followed by a question mark. 130 compares the two and if they are not identical, jumps to line 200 where the correct answer is given and the game ends.

This isn't the most sophisticated quiz game in the whole world, and will repeat questions, but it should get you started. Good luck and see you on Mastermind! **Ad.**



YOU'LL NEVER FIND ME...

I'm really for it this time. I'm on the wrong side of everybody: The Mayor's after by blood, Mr Big has a non-negotiable contract out on me, Captain Mahoney from down the precinct wants to put me on a bread and water diet for a very long time, not to mention what Batman has in store for me. (Those daffodils were very rare, and I don't think I was covered by his motor insurance.) Looks like it's time to move on, and pretty sharpish too.

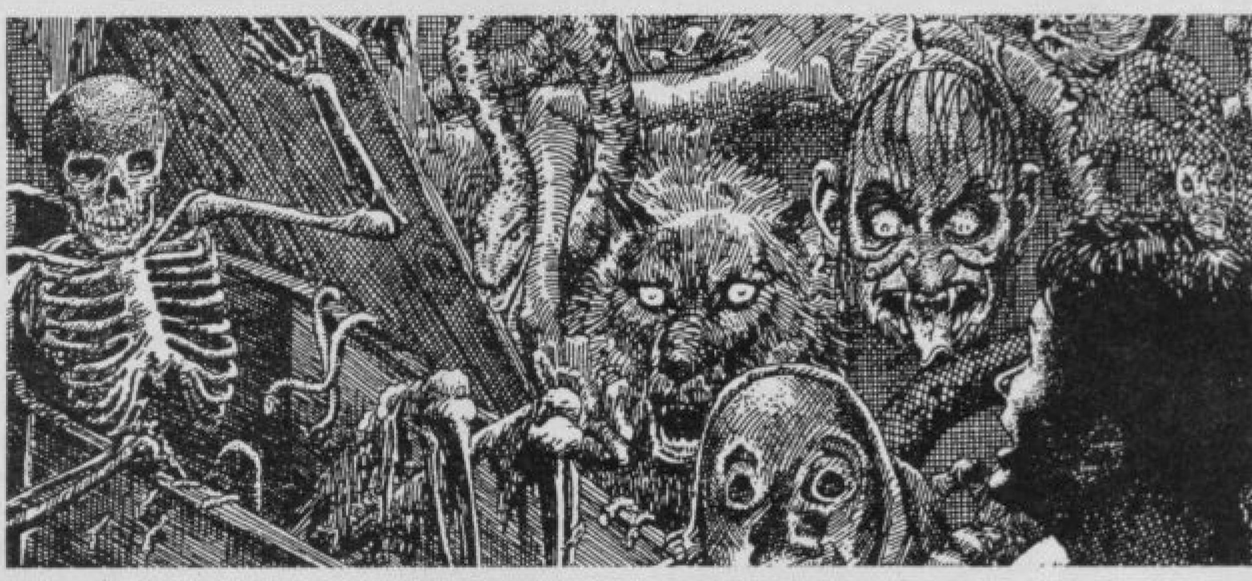
So you won't see me around for a while. Bath has nowhere for me to hide anymore. I don't think I'm gonna be safe in this country even. I'm gonna have to go where they'll never find me (I can't even tell you – it's for your own good, you understand).

So long then, it's been nice knowing you all. Who knows, maybe one day our paths will cross again... Adam Waring, Spec Tec signing off from duty.

It's true. Spec Tec has gone for good. But don't worry, for next month Spec Tec Jr will be picking up Adam's badge in time to tackle a batch of brain bafflers. Write, as always, to **Spec Tec, YS, Future Publishing, 30 Monmouth Street, Bath BA1 2BL**.

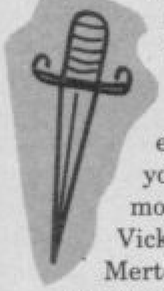
YS ADVENTURES





Adventure Probe – the oldest adventure fanzine on the scene has ceased to exist. It's likely to reappear under new leadership sometime soon. In the meantime I'd like to wish Probe's ex-editor Mandy Rodrigues a happy 'retirement'.

The other big news is that **The Adventure Probe Convention** is still going ahead, though has been retitled **The Adventurers Convention**. It's taking place on the 24th October 1992 at the Royal Angus Thistle Hotel in Birmingham. The fun begins at 10am and goes on till 7pm. Admission is by ticket only and they cost £7.00 each. To reserve your ticket (or for more details) contact Vicky Jackson at 128 Merton Hall Road, Wimbledon, London SW19 3PZ or telephone 081-542-9579 (after 7pm or at weekends). With Adventure Probe suddenly changing hands I think it's time for a fanzine round-up. Starting with...



Adventure Coder

Size: A5. 32+ pages, £1.25 per issue (£1.47 Europe via airmail or £1.83 to the rest of the world.) Cheques etc made payable to: Chris Hester. Available from 3 West Lane, Baildon, Near Shipley, West Yorkshire BD17 5HE.

The fanzine for budding adventure authors. It's published on an irregular basis and usually contains all manner of handy hints and tip. Much of the 'zine's content comes from well known adventure authors, so the info contained therein is usually good stuff. The photocopying was handled by Mandy Rodrigues so you'd better write to Chris (enclose a sae) to find out what's happening.

The Adventure And Strategy Club

Size: A5. 48+ pages, £4.00 for introductory issue. Contact: Hazel Miller, 17 Sheridan Road, London W12 6QT.

This one is produced on a bimonthly basis and designed to fit in a ring binder (official ring binder available for £7.95). The only real drawback, is its price. £14.00 for a half-yearly subscription or £24.00 for the full year! It's more of a club than anything else and members are entitled to various discounts of one sort or another.

Bare Bones

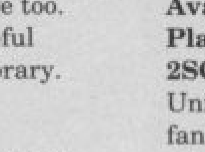
Size: A5. 24 pages, £1.50 per issue. Cheques to: Les Mitchell. Available from 10 Tavistock Street, Newland Avenue, Hull HU5 2LJ.

Issue three was the latest of this solutions mag (at the time of writing) and had full 'walk-through' solutions to 12 Spectrum adventures plus the odd map and hint page too. Could build into a useful solutions reference library.

Red Herring

Size: A5. 80+ pages, £2.95 per issue (£4.50 overseas). Cheques to: Marion Taylor. Available from 504 Ben Jonson House, Barbican, London EC2Y 8DL.

High quality laser printer output and spiral-ring binding give this magazine a unique quality feel. It's an all formats magazine there's still plenty of pages devoted to the Spectrum.



ZAT

Size: A5. 32+ pages, £1.20 per issue. (three issue subs. £3.60 or £4.50 Europe). Cheques to: ZAT. Available from 10 Westerkirk Drive, Madeley, Telford TF7 5RJ.

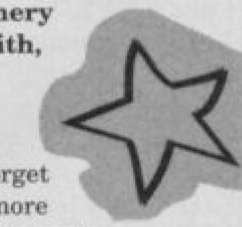
Apparantly, this Spectrum and SAM Coupé bimonthly 'zine is expanding to cover other areas. Send an sae asking about current prices and magazine configuration. The old look ZAT was one of my fave fanzines as it had a pretty general content, normally covering programming, stories, editorial sections, adventures etc. Good stuff!

From Beyond

Size: A5. 52+pages, £1.50 per issue (£2.00 overseas). Cheques to: Tim Kemp. Available from 36 Globe Place, Norwich, Norfolk NR2 2SQ.

Unique among the paper based fanzines, From Beyond is the only one dedicated solely and exclusively to the Spectrum adventure scene. The talented and charismatic Editor/ Publisher (ahem!) really knows what he's doing. Issue 14 of this bimonthly 'zine should be out by the time you read this.

Adventure Link



Available from Alec Carswell, 16 Montgomery Avenue, Beith, Ayrshire KA15 1EL.

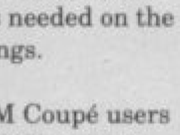
Check with Alec (don't forget the sae) for more details. It's a tape-zine written using Gilsoft's *PAW* adventure writing system so that to access various sections you type in Go North – just like in an adventure! Shows real promise.

Gamestar

£1.25 per issue. Cheques to: Graeme Coleman. Available from 14 Manor Gardens, Carnoustie, Angus, Scotland DD7 6HY.

A mixed bag here. The last issue contained adventure reviews, helpline, info on writing adventures and an interview with Scott Denyer of Delbert the hamster Software. Nicely re-designed 40 column text layout. A bit more work is needed on the content side of things.

And finally, SAM Coupé users should contact Phil Glover, 43 Ferndale Road, Hall Green, Birmingham, B28 9AU for details of the **SAM Coupé Adventure Club**. It's cheap, comes on disk, usually has a free adventure and is simply superb! A must for any SAM adventurer.



SOUL HUNTER

By: The Guild

Would you rather be travelling into the depths of despair to prevent the rotting corpses of long dead beings reuniting with their damned souls under the leadership of an utterly evil Sorcerer whose soul (excuse the pun) purpose in life is to crush, kill and destroy? Or would you rather be tucked up in bed cuddling your teddy and hoping the bogey man doesn't get you?

Well, the bad news is that you are The Soul Hunter and you'll be travelling to the western marshes of a village called Elswood where you'll do bloody battle with the Sorcerer and all his fiendishly cunning traps. You've got to stop the Sorcerer reuniting bodies with souls! It's as simple as that.

Before I go any further I'd just like to tell you that the game is in two parts, has some excellent graphics, is aimed more at beginners than experienced





hack 'n' slashers and was written by a guy called Trevor Whitsey using *GAC* which was available on a YS cover tape (No 73 to be precise) and if you want to see what great results you can get by using *GAC* then this game is as good an advert as you could get!

You begin your quest for glory in your room in Elswood tavern. The tavern is traditionally a place where all good adventures have their beginning, and it's no surprise that you see a room full of ale swilling adventurers, nomads, travellers and dwarves as you pass down the stairs, through the bar and out into the street and the shop. The problems are fairly simple, and the game allows for most logical inputs to be used. You'll have few problems making swift inroads into Part One, and Part Two is more of the same.

Just solve more problems, dodge traps, admire the excellent graphics and enjoy yourself, until you come face to face with The Sorcerer himself. I certainly had a great time playing *The Soul Hunter* and I'm sure you will too.

TEXT	■■■■■■□□□□
VALUE	■■■■■■■■□□
PERSONAL RATINGS	■■■■■■■■□□

Soul Hunter is available for £2.50 from The Guild, 760 Tyburn Road, Erdington, Birmingham B24 9NX. (Cheques etc to Glenda Collins. Overseas customers add £1.00 to take care of the extra postal costs.)

ZOGAN'S REVENGE

By: Compass Software

Remember *Blood Of Bogmole*? It was featured on a cracking YS covertape not so long ago and this is its sequel. And what a smart text-only sequel it is too! The storyline goes something like this... Zogan and his 'orrible orc alliance retreated from the land of Freand, after being thoroughly biffed-up by the good guys, and while he licked his wounds he set about making plans to destroy those that stood against him. Zogan was still a powerful Wizard and with his foul allies in tow crushed everything in his path – starting with the innocent Mud Monsters. Naturally enough Zogan's aim was total domination!

Meanwhile, Bogmole the swamp monster (that's the character you play) tracked Zogan across many battlefields. He knew that Zogan had to be stopped and that he was going to have to be the one to do it. He wasn't alone in his quest – Bernard the beaver was always close at hand, as was Radnor, the valiant dwarfish bodyguard. You start the game standing in the valley of Freand quite near the base of Black Hill. Stormy clouds gather high in the sky, casting black shadows on the black hill. Randor is with you and will obey your every word, he'll also tell you when he thinks he should stay or follow you. Bernard eats wood, this is useful as there are no end of wooden objects to get through. Typing VOCAB will list some typical vocabulary examples and some special command words with which to communicate with the pair.

The game starts off with a few easy problems to solve but soon the difficulty level rises. There's lots of characters, including your old pal the wizard Gregor who passes on some valuable info then stiffens and expires! Many characters are less than friendly and pose the biggest problems for you.

Nature plays a big part in the game, with all sorts of earth elements being used on your travels. There are plenty of objects to manipulate, pitfalls to avoid, riddles to solve and orc's to bash (with all the action being punctuated by screen and sound effects). You'll know when you are reaching the climax of your quest as a superb 'final encounter' has been implemented that makes the trials and tribulations undertaken to actually get to the final stages well worth it! Highly recommended.

TEXT	■■■■■■■□□□
VALUE	■■■■■■■■■□
PERSONAL RATINGS	■■■■■■■■■□

Zogan's Revenge is available for £1.48 (YS readers special price) from Compass Software, 111 Mill Road, Cobholm Island, Great Yarmouth, Norfolk NR31 OBB. (Cheques and postal orders payable to Compass Software. Overseas customers add £1.00 to cover post and packing.)

COUPON CORNER

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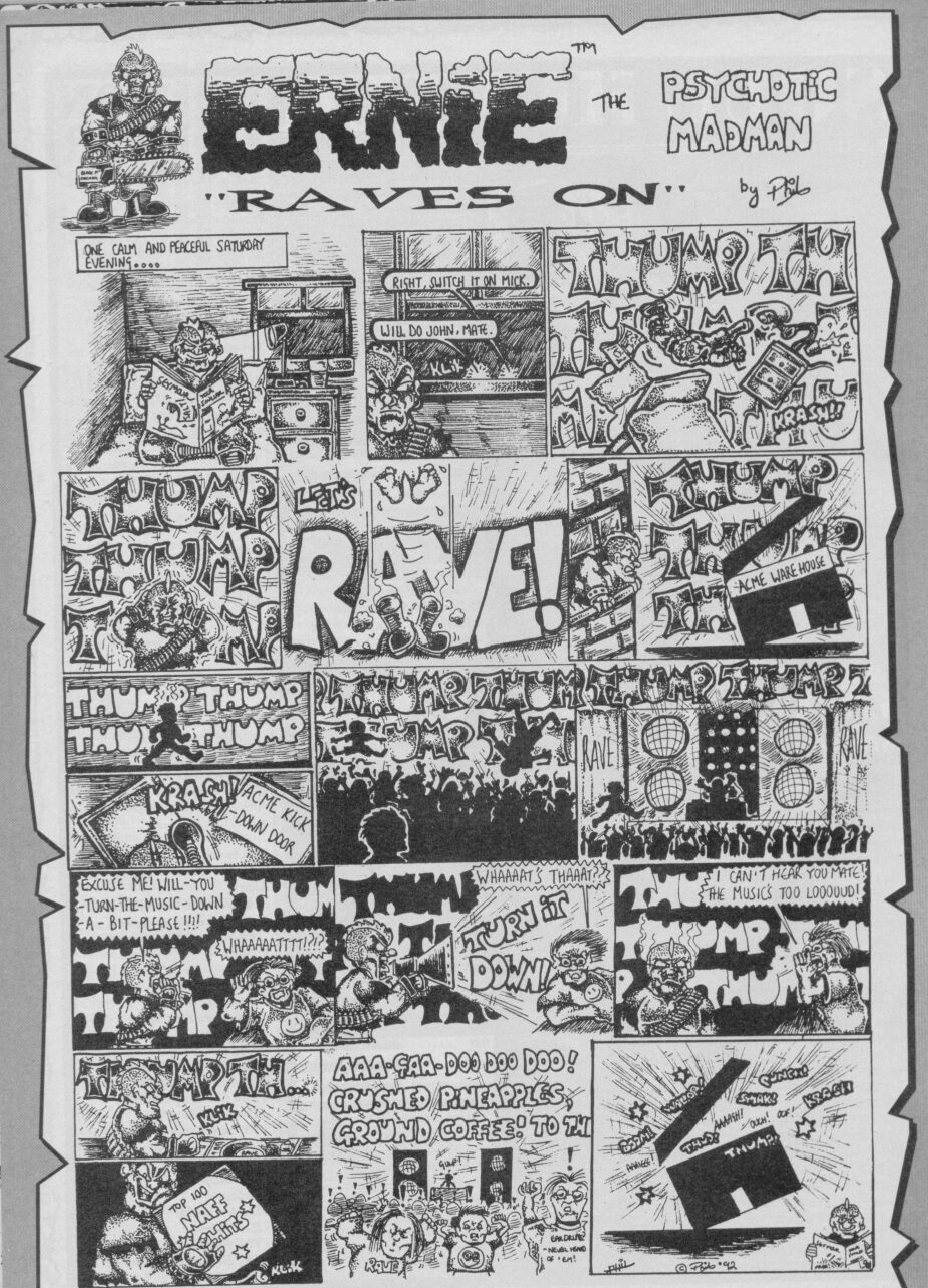
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- ☐ ***The Curse of Calutha***
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- ☐ ***T'was a Time of Dread***

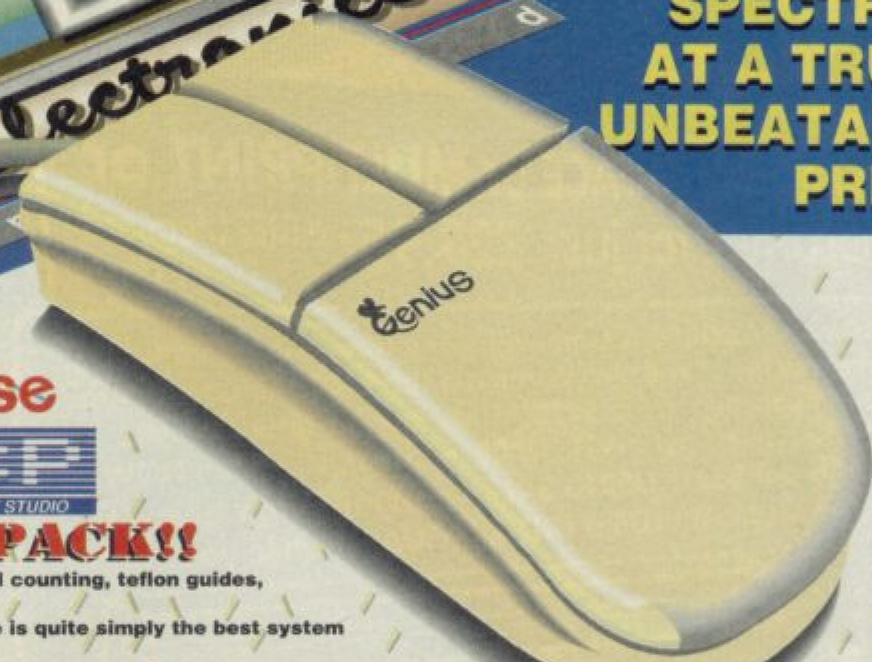
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RIGHT, SWITCH IT ON MICK.
WILL DO JOHN, MATE.
KLIK
THUMP TH
KRASH!!
THUMP THUMP THUMP
LET'S RAVE!
ACME WARE HOUSE
THUMP THUMP THUMP THUMP
KRASH!
ACME KICK-DOWN DOOR
RAVE
RAVE
EXCUSE ME! WILL-YOU-TURN-THE-MUSIC-DOWN-A-BIT-PLEASE!!!!
WHAAAAATTTT!?!?
WHAAAAT'S THAAAT?!?
TURN IT DOWN!
I CAN'T HEAR YOU MATE! THE MUSIC'S TOO LOOOUUD!
THUMP TH...
KLIK
TOP 100 NAFF HITS
KLIK
AAA-GAA-DOO DOO DOO! CRUSHED PINEAPPLES, GROUND COFFEE! TO TH
GULP!
!
RAVE
THUMP!
KRASH!
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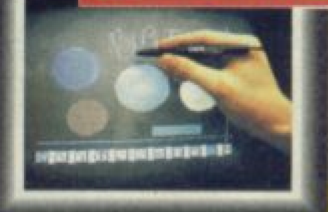
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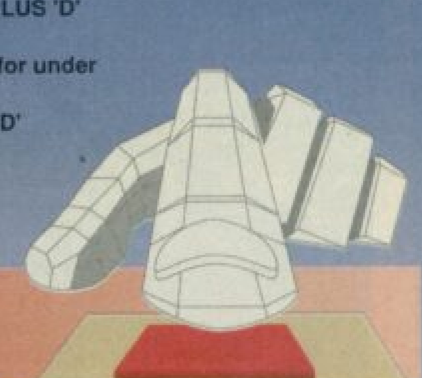
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PUBLIC HOUSE

There are two golden rules in publishing. One is the strange one about oranges, but the second advises you should never promise what you can't deliver. Tragically, in last month's Public House Jon promised a Brit special. Since nothing's turned up, he's going to look a bit silly. Ha ha!

Erm, Brit special? What Brit special? Okay okay, so I made a boo-boo. Y'see, as I write these words the latest issue's only been in the shops two days so the expected flood of British PD hasn't quite materialised. Therefore I've no alternative but to review the best demo I've ever seen and publish a top ten list from Muad'dib of ESI instead.



The trouble with completely self-explanatory screenshots like this one is that you're left with a lot of caption space to fill up as best you can - it's tricky, but I'm confident I can pull it off.

A Programmer Writes

Good old Muad'dib of ESI! He wrote in to congratulate us on the first Public House, and to share with you all his top ten fave PD demos of all time. Fair-minded and unbiased as he is, he's got ESI demos at number one and number three. Tsk. Still, I think we can forgive him. (They are dead sparky demos after all.) Take it away, Muad'dib!

Muad'dib's Completely Unbiased Top Ten Fave PD Demos Of All Time

1. *Shock* (ESI)
2. *NMI 3* (Dynamite Dynastie)
3. *The Lyra 2* (ESI)
4. *Digisynth* (Denis)
5. *Overscan* (Busysoft)
6. *Hypersonic 2* (Pentagram)
7. *Quinquagesima* (The Lords)
8. *Hypersonic 2 Preview* (Pentagram)
9. *Special Music Collection* (Pentagram)
10. *Song in Lines Five* (Busysoft)

Muad'dib's Top Five Wild Inaccuracies In Issue 80's Public House *(Hey! Jon)*

1. *Beruska* isn't a Polish demo – it's actually from Czecho-Slovakia.
2. The head in the screenshot of *The Party* isn't Agent-X's – it belongs to Rajsoft.
3. Agent-X is not a member of The Mad Guys but of the Pentagram coding group.
4. Mat and Ziutek of ESI have left the Speccy demo scene to work on the SAM Coupé.
5. As have The Lords (who gave up the Speccy about two years ago in fact).

Shock

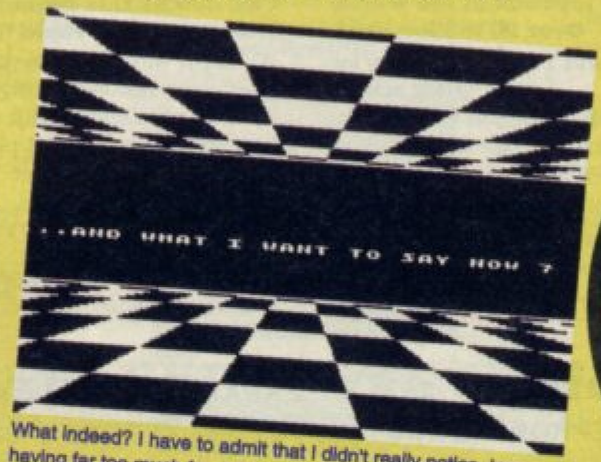
by Kaz and Ziutek of ESI

The Polish programmers' Speccy swansong, *Shock* is an eight part megademo that knocks spots off everything else around, including *NMI 3*. Incidentally, did you know there's supposed to be a *NMI 4* on the way? Gosh, eh? But enough of this idle banter. *Shock*'s eight parts feature the obligatory raster line effects, the equally obligatory scrollies and the entirely unsurprising greetings. But! It also spins a twist or two on established techniques as well as coming up with a few entirely new 'uns. The scene is set from the Intro – there's a madly bouncing and rather funny scrolly with a reflection that insists on going off the point, accompanied by a gurt big logo whanging smoothly about the screen. Part Two (May A Little Challenge) boasts full-screen single line rasters (in other words, loads of very thin colour bars) and a scrolly, as well as a challenge to other programmers to top it.

Parts Three (We Are The Champions Of The World) and Four (If You Stay Better Sit Down – The Cyclone Is Coming) feature a huge sine-wave scrolly and a bunch of circular scrollies respectively, while Part Five (Greetings!) has a wonderfully chunky sine-wave scrolly the speed of which you can adjust from nicely stately to blindingly fast. Part Six (Do You Play Chess?) is my favourite – two chessboards scroll out of the screen while the world's smallest scrolly teeters along the middle. But! If you prod experimentally at the keyboard, you'll find you can actually control the direction and speed of the scrolling. It's actually darn addictive travelling around inside the imaginary 3D world – it's a bit like *Battlezone*, but on a chessboard, and with another one in the sky, and without any tanks. *(Erm, I think Jon's been playing with this demo for far too long. Ed)*

Part Seven, the Mat Guest Screen, is a spot-on conversion of his Coupé *Surprise* demo. A counter ticks away how many little balls are rattling around on screen while the marbles themselves form some queasily organic patterns. Apparently it's all a cunning trick, but it still looks amazing. Just don't eat any sandwiches while you're watching. Ulp. (Interesting point: since the Speccy conversion is exactly like the SAM demo, it goes to show that ESI weren't exactly stretching the Coupé in the first place, were they? But I digress.) The finalé of the megademo is a bit of an anticlimax. A *Shock* logo flips up and down the screen over a parallax starfield while a standard sine-wave scrolly wibbles away at the bottom. Still, that doesn't lessen the snazziness of the preceding parts. It's a total stonker, and I'd advise you to get it. One word of warning – sadly, as with so many other demos, the scrollies occasionally throw out what can only be described as 15-Certificate Rude Words. Pah. The brutal times we live in, eh?

92%



What indeed? I have to admit that I didn't really notice. I was having far too much fun driving my magic dodgem car through Chessboard Land. Wheee! Toot toot! *(There there. Ed)*



Eeerghh. And you should see it moving. It's like a vast pulsating organism clinging damply to the roof, ready to drop on passers-by and suck out their brains. Hworp!

Get 'em while they're hot

The address to write to if you want to get hold of these demos – or indeed, any other pieces of PD – is **Total PD, 108 Stanley Road, Gloucester, Gloucestershire GL1 5DH**. Send a sae and Total will let you know what's available and how much it costs. Who knows? By next month we may have a few more libraries squeezed into this box. Or possibly not. Let's wait and see, eh?

NEXT MONTH!

If Jon ever stops sobbing over his crumpled copy of issue 80, he'll be back with the fabled Brit special. Erm, probably. Almost certainly in fact. If not (heaven forbid), there'll be some more spanky reviews of even spankier PD software. See you next Wednesday! (As they say.)



HAYLP!



How come none of you lot need any help with your begonias, eh? There's no flowers here, it's all emotions on this page. Let's get dug in.

FIGURE COLLECTOR

At the moment I get teased because I collect wrestling figures. I try to tell them things but they twist my words round and say I said something else. Even if I break up with my so-called friends, nobody else in the class will be friends with me. Haylp! I'm 14, but they call me a two year old.

Wrestling fan
Lancashire

Linda says: *These friends are just being silly and childish by trying to upset you. There seems to always be some kids at school who get a kick out of upsetting other people. It happened to me at primary school, these boys used to tease me just to see me cry. When I went to secondary school, I was determined that however upset I was - I wasn't going to show it. After a while they got bored and started picking on somebody else. Just ignore them, they're obviously just being horrible. There is absolutely nothing wrong, or babyish, in collecting wrestling figures. I got given one a couple of birthdays ago! In fact, my favourite shop in any town is the Early Learning Centre. I'm always popping in there for kaleidoscopes.*

Hutch says: *The only babyish people in your life are the prats who bully you. What on earth is wrong with collecting wrestling figures. I'm well into my twenties and I still skateboard regularly, watch Saturday morning TV (viva Swamp Thing), eat Smarties and scoff my lunch out of a Mr Men tub. The next time these goons start hassling you, just ignore them. I know it's really hard when people are being rotten, but if they don't get any sort of response from you, they'll go elsewhere for their infantile fun.*

KNOW THE SCORE

I met this girl on a trip to France and I fell in love. I haven't been out with anyone yet and, at 17, that's regarded as pretty pathetic. On the trip back, I actually got talking with this girl. I was so thrilled. Although we didn't make any plans or anything and we only talked casually, I think we both knew the score.

When we got back, we were still speaking and I think she liked me. Then, one day she said something that I didn't know how to answer without sounding stupid or patronising. So I said nothing and we stopped talking. It looked like I had ignored her, and I didn't have the guts to apologise.

I managed to find out what her address was, not from her, and I wrote explaining how I felt. She hasn't replied. I can't stop thinking about her and I have no one to talk to about my problem.

I don't think she'll be at college when we go back. I've even thought about suicide, I'm that depressed.

A Hardcore Raver

Linda says: *First of all, suicide is not the answer to your problem. Why give up your whole life for a few month's heartbreak? Even if nothing works out between you and this girl, you're only 17. You say it's regarded as pathetic that you haven't been out with anyone. Who by? I don't think it's pathetic. Don't worry about what other people think, it's not worth it.*

As to your girly problems, I think you may have misjudged this girl. You say she knew the score, but how do you know? It's so easy to think that people know exactly what you're getting at, but often they don't. If you can't talk to this girl, try talking to one of her friends. Before doing anything, you need to know how she feels about you.

Hutch says: *Ah me! It's really odd isn't it, we trudge through life convinced that all the bad things in the world only happen to us and that everyone else leads a joyful existence near to a large skatepark. I didn't get my first proper girlfriend until I was 19 old chap. I can't say that I ever felt I was missing out on anything though, I was too busy skateboarding. The thing is, you just have to bide your time. As long as you don't assume that every girl who talks to you wants to go out with you, you'll be alright. I know how easy it is to misconstrue what someone thinks about you, which is why it's important to lay your cards on the table from the outset. If you hang around a girl for too long plucking up courage to bare your soul, she's likely to imagine you only want her as a friend. Let them know as soon as it's reasonably possible and they'll appreciate your honesty. And even if they explain that they don't want a boyfriend, you've saved yourself a lot of time asnd hassle! If this girl doesn't reply to your letters, then she's probably not interested, but don't give up on girls or life if she isn't. Lay low for a bit, pick up your pride and get out there again. You have nothing to fear but fear itself!*

MUM'S THE WORD

There is a girl called Sarah that I fancy who lives near me. I told her how I felt last week and now she completely ignores me. She doesn't even say hi.

A couple of my so-called friends went and told her mum that I wanted to go out with Sarah, but I was too shy to ask. So now I have to steer clear of Sarah completely, and when I do see her I get really embarrassed.

I really want to go out with her but nothing seems to work. Please, please, please print this letter so I can hear some good advice.

Pickles

Linda says: *I think you were really brave to tell Sarah how you felt about her, but we all have to face the fact that the people we fancy aren't necessarily going to return the emotion. We take chances, and sometimes we lose.*

The best thing to do is be natural. If you can find some way of letting her know that she needn't worry about you hassling her, that'd be great. Try talking to one of her friends.

Hutch says: *Right, now the thing to learn from all this, Pickles, is not to get all depressed about it and never ask another girl out again. Sarah didn't want to go out with you and that might seem awful at the moment, but give it a week or so and you'll soon start noticing other girls. It's one of the hardest parts of life, to pick yourself up after being rejected, but do it we must because it happens a lot. Well, it did to me.*

ChildLine
0800 1111

Whatever the problem, it always helps to tell somebody about it. Write to Haylp! Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.

PROGRAM PITSTOP



Somewhere in deepest Chippenham a car alarm is bleeping. CRAIG BROADBENT tries to ignore it by studying those listings.

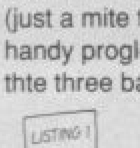
Hello and welcome once again to the programming section – that cuddly couple of pages where we encourage you to delve beneath the shallow realms of console-land (ie playing games) and find out what a real computer can do. (Long pause). I'm sorry, I just can't concentrate – there's a really irritating car alarm going off up the road and it won't shut up, so that'll have to be it for the introduction. How about I show you some of this month's programs instead, eh?

CONVERTER

BASIC

by Owen Stott

Numerical bases, eh? They're a pesky bunch and no mistake. You've got denary, base ten, yer average everyday numbers; you've got hexadecimal, base sixteen, a mixture of numbers and characters; and you've got the granddaddy of them all, binary, base two, which is, erm, a collection of ones and zeroes. It's the simplest number system there is, you know (just a mite tricky to understand, that's all). Anyway, that's where this handy proglet comes in. Owen's routines convert numbers from any of thte three bases into, well, any other of the three bases. Now you too can make sense of all those hex listings in Pitstop, or find out the binary for forty-seven, or something.



BASIC

```
10 CLS :POKE 23658,8
20 PLOT 0,0:DRAW 0,175:DRAW 255,0:PLOT 0,0:DRAW 255, 0:DRAW 0,175
30 FOR d=0 TO 7:IF d=7 THEN LET d=0
40 FOR q=1 TO 7:IF q=7 THEN LET q=1
50 PRINT AT 5,5; PAPER q :"This program converts:"
60 PRINT AT 7,6; "1. Binary to Decimal"
70 PRINT AT 8,6; "2. Hex to Decimal"
80 PRINT AT 9,6; "3. Decimal to Binary"
90 PRINT AT 10,6;"4. Decimal to Hex"
100 PRINT ''
110 PRINT AT 14,5; INK q;"Written by Owen Stott"
120 PRINT AT 15,5; INK q+1;"Written by Owen Stott"
130 PRINT AT 16,5; INK q+2;"Written by Owen Stott"
140 LET i$=INKEY$ :IF i$ ="" THEN GO TO 200
150 IF i$="1" THEN GO TO 220
160 IF i$="2" THEN GO TO 340
170 IF i$="3" THEN GO TO 400
180 IF i$="4" THEN GO TO 520
190 GO TO 30
200 NEXT q
210 NEXT d:GO TO 30
220 CLS
230 PRINT "Binary to Decimal":PRINT :PRINT
240 PRINT "Enter Binary number"
250 LET rad=2
260 INPUT b$
270 LET p=1:LET r=0:LET l=LEN b$
280 FOR k=l TO 1 STEP -1:LET j=0:IF CODE b$(k)>57 THEN LET j=7:REM possible error
290 LET a=(CODE (b$(k))-48-j)*p:LET p=p*rad:LET
```

```
r=r+a:NEXT k
300 PRINT
310 IF rad=16 THEN GO TO 380
320 PRINT "The Binary number ",b$;'"converts to
";r;" Decimal"
330 PAUSE 0:GO TO 10
340 CLS
350 PRINT "Hexadecimal to Decimal"
360 PRINT '':PRINT "Enter Hexadecimal number":L
ET rad= 16
370 GO TO 260
380 PRINT "Hexadecimal number ",b$;" converts t
o ";r;" Decimal"
390 PAUSE 0:GO TO 10
400 CLS
410 LET b=2:LET z$="Binary"
420 PRINT "Decimal to ";z$:DIM f$(25):PRINT '':
PRINT "Enter Decimal number":INPUT s:LET do=s
430 FOR i=1 TO 25:LET x=do/b
440 LET r=do-(INT (x)*b):IF r>9 THEN GO TO 530
450 LET f$(i)=CHR$ (48+r)
460 LET do=INT (x):NEXT i
470 PRINT :PRINT "The Decimal number ",s;" conv
erts to"
480 IF b=2 THEN GO TO 540
490 IF b=16 THEN GO TO 560
500 NEXT i
510 PAUSE 0:GO TO 10
520 LET b=16:LET z$="Hexadecimal" :CLS :GO TO 4
20
530 LET r=r+7 :GO TO 450
540 FOR i=8 TO 1 STEP -1:PRINT f$(i);
550 GO TO 500
560 FOR i=2 TO 1 STEP -1:PRINT f$(i);
570 GO TO 500
```

CHAR PEEK

by Owen Stott

That pesky car alarm is still wailing. Let's hope somebody steals the car soon, eh? To continue the binary theme, here's Owen again with a small but perfectly-formed routine that allows you to see exactly how the character set is made up in memory. Just type in a letter or number and the prog will display that character's ASCII code, binary representation and block pattern. The character set itself is held at location 15360 (PEEK 23606+256*PEEK 23607) and with a bit of cunning maths, Owen's routine reads out the pattern of your character and whaps it onto screen, using graphic squares instead of pixels so you can see appreciate its clinically elegant design (or something). Very handy if you're into designing fonts, and a fair bit of fun if you're not.




```
10 REM CHARACTER PEEK PROGRAM
50 REM BY OWEN STOTT
60 CLS: INPUT "INSTRUCTIONS (Y/N) "; I$
70 IF I$="Y" THEN GOTO 300
75 CLS
80 PAPER 6
90 LET A$=INKEY$: IF A$="""" THEN GOTO 90
100 PRINT AT 5,6; "The character = ';A$; "<4 spaces>": LET
O=CODE A$: PRINT AT 20,1; "ASCII code =";O;" "
110 PRINT AT 7,4;"BINARY."; AT 7,20;"BLOCK."
120 FOR X=1 TO 8
130 LET J=15615+8* (CODE A$-32) +X
140 LET G=PEEK J
150 GOSUB 170
160 NEXT X
170 FOR N=1 TO 8
180 LET Y=G/2
190 LET R=G- (INT Y*2)
200 LET B$= CHR$ (48+R)
210 PRINT AT 7+X, 12-N; B$
220 IF B$="0" THEN LET B$=" "
230 IF B$="1" THEN LET B$="<symbol shift><graphic 8>"
240 PRINT AT 7+X, 28-N; B$
250 LET G=INT Y
260 NEXT N
270 IF X=8 THEN PAPER 4
280 IF X=8 THEN GOTO 80
290 RETURN
300 CLS: PRINT TAB 10;"INSTRUCTIONS"
310 PRINT ''
320 PRINT "The character peEk is easy to" '' "use. All you
have to do is" ' "press the letter that you wish to view." ' "If you
pick a blank character, such as ENTER" ' "you'll get the ASCII
code displayed, but no binary or" ' "block pattern." '' "PRESS
ANY KEY TO BEGIN"
330 PAUSE 0: CLS : GOTO 80
```

MISTAKES AND THINGS

This bit always gets edited out, but you've got to try, haven't you? Here I have some Boeing note paper, which means it must be from Richard Swann. Aha! Dicky confesses to dodgy programming, but also offers this modification, so all is forgiven – just re-enter the following lines in Part One of the *Manic Miner* Editor:

```
2032 LET sttx=(PEEK stt)-(stty*32): IF PEEK (stt-4)=208 THEN LET
stty=stty+8
2995 IF pty<8 THEN POKE ((key*5)+625+pointer),((pty*32)+ptx): POKE
(pt+1),93:POKE (pt+2),96
2996 IF pty>7 THEN POKE ((key*5)+625+pointer), (((pty*32)-256)+ptx):
POKE (pt+1),93: POKE (pt+2),963095 IF stty<8 THEN POKE
(620+pointer), ((stty*32)+sttx): POKE (stt-4),48
3096 IF stty>7 THEN POKE (620+pointer), (((stty*32)+256)+sttx): POKE
(stt-4),208
```

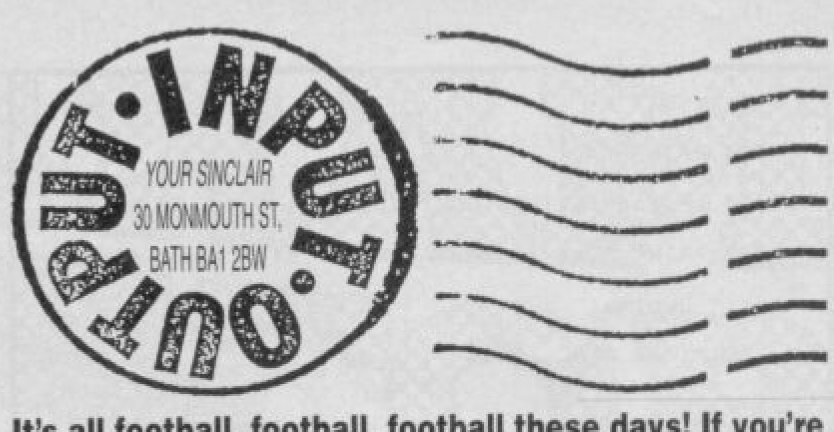
Resave as shown, and it should work fine. Thanks, Rich.

Stephen Purchase of Irthlingborough needs help with line 470 of the *Chaos* Editor, as he intends to use it to brighten up his Saturday afternoons, but can't get the blighter to work. Can anyone help? Failing that, I suggest you get a job. It may not brighten your Saturdays, but at least you'll get paid for being bored.

And finally, the bane of my life, *TuneMaker* rears it's ugly head for what I hope will be the final time! This time it's graphic As that are causing the problem, so listen- the program should have had underlined As in it, which I (considerately I thought) pointed out should be entered in graphics mode. This was painstakingly typed up on the fancy computers in the Shed, and the underlined As were replaced by <graphic A>s, which was supposed to make life easier!

SHMOO!

The end of the column, and would you believe, the wretched car alarm has stopped! Well, I'll certainly sleep easier in my bed tonight. So will half of Chippenham, I should think! Send in your programs to CB, Your Sinclair, 30 Monmouth St, Bath, Avon BA1 2BW, and mark PITSTOP on the envelope (or jiffy) to make life easier.



It's all football, football, football these days! If you're feeling a bit left out simply peruse Inny Outy for the footie game for you. There's got to be one somewhere!



■ Spectrum 48K with disk drive including magic button, approx 20 disks, many original games (including *Turrican, Rainbow Islands* and *Robocop*), all leads, joystick, manuals and magazines. Only £110, or best offer. **Phone 0942 322730 or 074488 5255 and ask for Paul.**

■ Spectrum +3 for sale. Includes tape recorder, Genius Mouse, *Artist 2*, two joysticks, over 600 games (good ones like *WWF, TMHT* and *NARC*) and Multiface 3. Great condition, going for £250 ono. **Phone Ian on 0902 607792 anytime between 4pm and 10pm.**

■ Lookatdis! This guy's mad! Speccy +2A with billions of games (including *Pang, Darkman*, all the *Batman* games and more), all leads and extra books. Great for beginners and only £200 ono. **Call 0236 434275 and ask for Honest 'Arry, sorry, Peter.**

■ SAM Coupé for sale - includes disk drive, *MasterBASIC* and £50 worth of software. Excellent condition, only £150 ono. **Phone 081 657 0194 and ask for Ross.**

■ For sale! SAM Coupé 256K with disk drive and *Flash!* art package. Hardly used. Cost £285, selling for £175. **Call Dom on 0278 457162.**

■ Spectrum 128K +2 for sale. Comes with +D disk drive, 100's of games (both disk and cassette) and Multiface 128. £175 ono. Will separate. **Tel Jeff on 0375 372298 in the evenings.**

■ For sale! Spectrum 128K+2 - includes all leads, manuals, joystick, £100s worth of games and interface. Buyer must collect. **Only £160 ono. Phone Rich on 0225 782112.**

■ Spectrum 128K for sale. With disk drive, 30 disks, over 200 games on tape, tape deck, Interface 1, Microdrive, cartridges, all leads, covertapes and YS mags. All this for £175 including postage and packing. **Call Andrew on 0733 840494.**

■ 48K Spectrum, Beta + Disc Interface, 51/4" disk drive, Interface 3, LPrint 3, Multiface 1, joystick, 3D sound, tape player, Saga keyboard and over £1000 of games and utilities £200 ono. Will split. **Ring Paul on 0543 425336.**

■ For sale – 512K SAM Coupé, disk drive, joystick, *MasterDOS*, V2 ROM, *SAMtape*, about 2600K of progs boxed with manuals £225 ono and about 300 Speccy titles – £375 ono. **Call James on 081 446 4054 after 6pm.**

■ Spectrum +3, mouse, disk and tape software, two joysticks, Alphacom 32 printer (thermal) and old YS mags. Will sell for £180 ono. **Phone Bradley on 0924 490982.**

■ Spectrum 128K +2 with box, lots of Speccy mag games, lightgun and joystick. Only one year old and in excellent condition. Will sell for £110 ono. **Phone Oliver on 0822 852122.**

■ 1990 SAM Coupé 512K, disk drive, joystick and splitter, SAM Mouse, Sound Sampler, over 40 disks, SAM games, Spectrum games, PD disks, *Flash!*, Spec emulators, cassette player, disk box, dust cover and boxes. Perfect condition worth over £500. Will sell for £179 ono. **Phone Martin on 021 7452354 after 5pm.**

■ For sale – Spectrum +3, over 20 disk games, some tapes and tape leads £110. **Phone Martin on Cleveland 563060.**

■ 20 Microdrive cartridges in box – £21. Interface 1, Microdrive and accessories – £32 and AMX mouse and mat – £27. All as new and include p+p. **Phone Michael on 0779 79699.**

■ Spectrum +2A, a year old, joystick, laser gun, magazines, over 70 games (including *Gremlins 2, Robocop, Predator 2, Chase HQ, Rainbow Islands*). Excellent condition, £100. **Tel Daniel 0532 693997 after 4pm.**

■ Spectrum +3 for sale with all leads including tape lead, over £170 worth of games on disk and over £250 worth of games on tape. Includes Kempston joystick with adaptor. Games include *New Zealand Story, Batman The Movie, Double Dragon, Turtles*, Mag 7 tapes and lots of arcade smash hits. All for just £150 ono. **Phone Adam on 0294 822809.**

■ Spectrum 48K, boxed with leads, manuals, loads of games and brand new tape recorder. All together worth about £160. Sell for £100. **Contact Adam on 0205 871117.**

■ SAM Coupé, disk drive, tape recorder, loads of games and magazines, boxed as new with latest ROM. Sell for £200. **Phone David on Shrewsbury 365184.**

■ Spectrum 48K with 200 games, 20 mags with cover tapes, datacorder and joystick. £100 ono. **Phone Dom on 0962 885389 after 6pm.**



■ For sale: Learn M/Code tape utility £2. M/Code Games Maker £4. M/Code books £2 each. Two BASIC books £2, one program book £4, ABS from Tartan £4, Adventure games '4' £2. Also YS, Ace & C+VG back issues with tapes. **Phone 0395 263867.**

■ For sale: three great games – *Pro Golf Simulator, Arcade Flight Simulator* and *Kick Start 2*. For only £6. All originals. If interested **call 0602 262282 and ask for Stewart.**

■ *Jack the Ripper!* Has anyone got this old Speccy adventure and will part with it for £15. Yes – I want it badly. **Phone 081 311 5533 and ask for Toby.**

■ For sale: *3D Con Kit* for Amstrad CPC (original, boxed, cassette) £8. **Phone Andrew on 0772 782537 after 4pm.**

■ What a bargain! Over £100 worth of 128/48K Spectrum games for sale. Games such as *ESWAT, Chase HQ, Crazy Cars 2, Enduro Racer, Jet Set Willy, Roy of the Rovers* and more! Will take £55. **Ring Lee on 0254 394139 after 5pm.**

■ For sale: *Top Cat in Beverly Hills Cats, Kick Box Vigilante, Gregory Loses His Clock* and *Airwolf*. £1.50 each or the lot for £5. For more information **ring 0638 730829 and ask for Chris.**

■ About £200 worth of software including *Terminator 2, RBI 2, Navy SEALs, Pang, Myth, New Zealand Story* and many more full price and budget games. Also included 20 issues of YS, eight issues of Crash, 8 issues of SU and a SJS1 joystick, all this for only £100. **Phone David on 0428 683903.**

■ Urgent. I will swap my *Golden Axe* or *Dizzy Collection* for your *North & South, Viz* or *Sim City*. **Phone 071 856 4879 after 5pm and ask for Richard.**

■ I've got over 100 games to sell including *Viz, F16 Combat Pilot, Hero Quest* and many more. **Phone Gavin on 0257 275186.**

■ Loads of bargains for sale. Get your Spectrum games here from only 20p (*Hungry Horace*) to £2.50 (*Game Set and Match*). Cheap cheap! **Phone 0282 705205 and ask for Pilch.**

■ For sale! Loads of great sport games: *Gazza 2, European Super League* and *Sporting Triangles*. All three for only £10 to £15. All in good condition. **Phone Paul on 0327 842827 only after 5pm.**



■ Wanted! *Rodland*. Will exchange for *Midnight Resistance* and *Robocop 2*. **Ring Alexander on 0242 233804.**

■ I will swap my *Megamix, Dragon Ninja, Barbarians 2, Operation Wolf, The Real Ghostbusters* and *CJ's Elephant Antics* for your *Scoccer Stars*. **Phone David on 0232 663229 after 6.30pm.**

■ Wanted! *Chase HQ 1* and *2, Final Fight* or *Platoon* for your *Power Drift, Licence To Kill, Xenon* or *Wonder Boy*. **Contact Darren on 0292 284 697.**

■ Wanted! Plus D/Disciple or Discovery. Will swap for serial 8056 printer, interface 1, *Tasword 2* and printer cable (no disk drive required). Also wanted! Multiface 3, SAM 256K expansion, SAM disk/printer interface. Will swap the following... Microdrive and cartridges, Interface 1, Spectrum 128K, music keyboard, Serial 8056 printer, Spectrum + and VTX 5000. Also wanted! *Elite* on +3 disk and Fixit expansion adaptor. Will swap *Rainbow Islands* (disk), various compilations (disk) or +3/SAM monitor cable. **Call Martin on Yeovil 25974.**

■ Wanted! *Final Fight, Midnight Resistance* and *Shadow Dancer* for 128 +2A. **Ring Greg on 0270 766266.**

■ Wanted desperately! Has anyone got an Interspec or similar computer bus interface for the Spectrum? They are a bit old, but someone must have one. **Phone Alan on 0454 311850.**

■ Wanted! *Viking Raiders, Wild Bunch, Deathchase, Manic Miner* and *Dreadnought*. **Ring Paul on 041 3575388.**

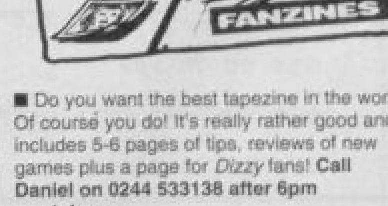
■ Wanted! *Lazer Squad* for Spectrum +3. Will pay £10. **Call Simon on 081 889 9628.**

■ Wanted! *Tetris* on +3 disk, boxed original only. Will pay up to £5 for one in good condition. Also wanted - *YS Megabasic* on disk or tape. Any offers? **Phone Hayden on 0925 755717.**

■ Wanted! +D interface for Spectrum +2. Must be in perfect working order. **Tel Gary on 091 4781347.**

■ Speccy +3 wanted in exchange for SAM Coupé with disk drive, leads, *Flash!* art package, emulator and demos. **Call 0859 85235 and ask for Keith.**

■ Wanted! A music writer program that loads on a +2A. **Phone Joel on 081 519 0724, after 2pm weekends only.**



■ Do you want the best tapezine in the world? Of course you do! It's really rather good and includes 5-6 pages of tips, reviews of new games plus a page for *Dizzy* fans! **Call Daniel on 0244 533138 after 6pm weekdays.**

■ Out now for your Spectrum - two ingenious facilities you simply cannot manage without - Cheatzone and Multifacer, for over 270 games with over 400 cheats. **Phone Andrew on 0742 692575 for all the details.**



■ Machine code books, assemblers, ROM disassembly routines etc available. **Phone Kieran on 0226 742413.**

■ Wanted! +3 disk contacts to sell/swap software and magazines. I have *European Superleague*. Plus! Football maad cassettes to give away. **Contact Matthew on 0772 727420.**

■ **To Tom K!** Remember to put the fish out! Don't forget, from Bod.

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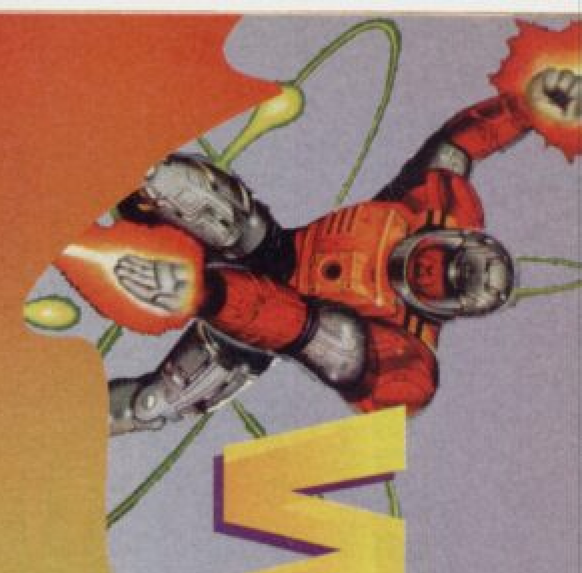
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FLIP!

The Ultimate Guide To Life, Love and Loofahs!

Ooo. Looks a bit cold out there, doesn't it? Tell you what - come in and warm yourself by this month's Flip! (That's better.)

FLIX

GLENGARRY GLEN ROSS



Rank Films
Starring Al Pacino, Jack Lemmon, Alec Baldwin, Ed Harris, Alan Arkin, Kevin Spacey and Jonathan Pryce

15

It's tough being a real estate agent, especially if you're not a very good real estate agent. Tempers get frayed, voices get raised and nice old men get sacked. *Glengarry Glen Ross* is based on the Pulitzer prize-winning play by David Mamet, who has also written the screenplay.

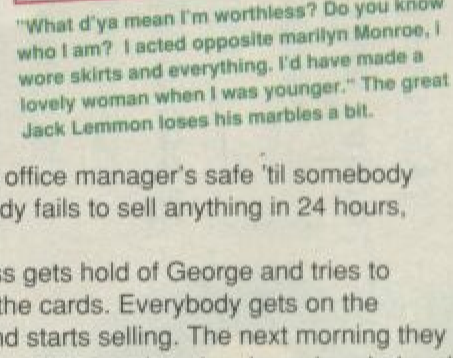
The world of real estate is all about selling. It's no good sitting by the phone waiting for it to ring, you have to follow up leads, and in order to have leads you need names. Names are pieces of cards with, erm, names on them. These are the names of people likely to buy land. You then have to phone them up and



As the moon shone down over Pontefract, Al tried hard to remember why he was sitting in a comfy armchair in a boarding house in Yorkshire. Where was his desk? Where was his phone? Where were his stress balls?

hassle them to buy some land off you so you can get your commission. Make the most sales and you could win yourself a Cadillac – a case of dangling a carrot before a donkey. The thing is, if you haven't got good leads you can't close a sale, and if you can't close a sale you don't get any more leads.

The action centres around the real estate office of Mitch and Murray. Of the four employees only one (Ricky Roma played by Al Pacino) is selling and getting good, new leads. The other three Shelley Levene (Jack Lemmon), George Aarnow (Alan Arkin) and bad boy Dave Moss (Ed Harris) aren't doing well at all. In order to lift sales the big guy from downtown, Blake (Alec Baldwin), drops in to give the guys a particularly nasty pep talk. Baldwin gives an excellent performance, he is so absolutely hateful. He comes in all smart and proceeds to tell the four how bad they are at their jobs, he doesn't care if they're good blokes who love their families – these guys aren't selling, therefore they're worthless. This scene really is upsetting, the two older guys (George and Shelley) just look so shattered and pathetic, when they try to stand up for themselves Blake kicks them down again. This is also the one point in the film where you really feel sorry for Moss, the argument between him and Blake develops into a two word swearing match along the lines of *Goodfellas.* (If you see what I mean!) The only one to remain calm is Pacino, he doesn't need to get angry – his sales are okay. As a final slap in the face, Baldwin holds up a sheaf of cards. These are the Glengarry Glen Ross names, and they're good names. Two of these names will be given to each person when they make a sale from the names they've already got. Now the old names have doing the rounds and everybody knows they're completely useless – they need the Glengarry Glen Ross names. But those names are put into the office manager's safe 'til somebody makes a sale. If anybody fails to sell anything in 24 hours, they've got the sack.



"What d'ya mean I'm worthless? Do you know who I am? I acted opposite marilyn Monroe, I wore skirts and everything. I'd have made a lovely woman when I was younger." The great Jack Lemmon loses his marbles a bit.

Over in the bar, Moss gets hold of George and tries to persuade him to steal the cards. Everybody gets on the phone and into cars and starts selling. The next morning they return to the office to find that the place has been burgled and the Glengarry Glen Ross names are missing. Who did it?

The whole film is fraught with emotion, and some of the scenes are so pathetic or angry that they really do move you. Real estate may not seem like the most exciting of professions but Mamet's screenplay is excellent. There's not a single flat character and Jack Lemmon excels as the worn out salesman, his is the most moving story. Another plus was Jonathan Pryce's supporting role as the downtrodden, silent name. If you can bring yourself to see a film about real estate agents, then you'll be dead pleased you did. **Linda Barker**

Glengarry Glen Ross recieves its world premiere at the Edinburgh film festival this month.

FLIP RATING
★★★★☆

KILLER KOLUMN (From Outer Space)

Wicked!
What is *The Underside*? Er... well, I don't actually know. Y'see, Crucial Productions, a company set up by Lenny Henry, wouldn't tell me. Shame, because apparently it's a new science fiction series which Mr Henry describes as a *Doctor Who* for the '90s. I wonder if this means that they're going to spend about £3.50 and a couple of luncheon vouchers on it per episode.

The script for the pilot has just been completed and Crucial are confident that it will be be turned into a full series. All they would say was that *The Underside* of the title was something to do with the underside of London. (The sewers? Subterranean caves? That strange basement bar in the Dog and Partridge in Fulham? Whenever I go there my money seems to vanish into some time warp, anyway. Hic.) More news next month.

Those were the days
You know what it's like when you look through old photo albums. "Oh cripes, look at that haircut! Was it *ever* in fashion? Why's that strange bloke in the background eating a bicycle?" Strangely, this is the premise of the latest *Doctor Who* video release, *The Tom Baker Years*, out this month. In it, the venerable toothsome one's comments and reactions are caught live on tape as he is shown clips from each of his forty-one stories, ranging from *Robot* (1974) to *Logopolis* (1981). He might go all dewey-eyed, or he might just remember that he was never paid his overtime. Either way, at £19.99 it's better than finding Philip Schofield in your fridge. *(I dunno. Ed)*



Did you know that 73% of all Dr Who fans grew up with Tom's portrayal of the Doctor? It's fairly true.

What's Up Doc?
And while we're on the subject of *Doctor Who*, as we often are in this column, did you know that at one point after the series cancellation in 1989, the BBC were seriously considering bringing it back as a cartoon? Okay, so the characters have always been pretty two-dimensional, but this is ridiculous.

Second Takes
What do the following have in common: *Rollerball*, *The Rocky Horror Picture Show* and *Rosemary's Baby*? Well, they're all classic '70s movies, and they're all slated for sequels, but even more spookily, they all begin with R! Is it something in the water? Is it the conjunction of Andromeda with Taurus in the tropic of South Barnstable? I think we should be told. Oh yes, and someone's had the bright idea of remaking *Quatermass and the Pit* as well.



It's a scary Megalosaur. (Better run away then.)

Dinocarnage
Dinosaurs are set to be the NEXT BIG THING! They were pretty much the biggest thing a few million years ago, but, hey, you know how fashions tend to go in cycles. The reason? Not one, but two major films about the large leathery lizards currently in production. *Jurassic Park* is to be directed by Spielberg from a book by Michael Crichton and concerns a theme park filled with genetically engineered dinosaurs that go on a rampage. It sounds like another section of *Westworld* if you ask me. No cast has been announced but special effects work has been going on for a year.

The other film, *Carnosaur*, is being helmed by Roger Corman, a director famed for cheap exploitation films. True to form, he is attempting to get his film out before Spielberg's. Also true to form the dozens of dinosaurs in the original script have been reduced to... one.

Krazy Kasting Returns
The posters could read "Michael Jackson IS Plasticman!" and they wouldn't be libellous. At the moment, Michael is front runner to star in a film version of DC comics' *Plasticman*. Talk about typecasting.

Contact has been made.
Dave Golder.

COMIX

It's Judge Dredd month in Comix! (So watch your step, creep.)

Judge Dredd – The Megazine 8
Fleetway/£1.25/Fortnightly
No, the title's not a misprint. Dredd is a Mega-City One judge, y'see. But enough explanation. This fortnight's issue packs in three serials, a one-off Judge Anderson story, an ad for a new strip and two pages of readers' letters. Taking the serials first: *Judgement Day Part 17* is erm, part seventeen of the latest Dredd epic, where the mega-cities of Earth are being wiped out by billions of zombies. (Shades of Night of the Living Dredd, perhaps? Erm, maybe not.) It's actually quite a controversial story – not in content, but because it's running simultaneously in *2000AD*, with every third episode in the *Megazine*. Startling comics innovation or cynical marketing ploy? Only you, the public, can decide.



It seems to be saying, 'buy this mag or I shoot you.' Blimey. Better buy it then.

The story itself is top-notch Dredd material – relatively new writer Garth Ennis (it's his first twenty-parter) has a lot of fun with the main villain, a streetwise necromancer called Sabbat, as Old Stoney Face leads an international hit squad to beard the villain in his lair, or blow off his head with a high-calibre weapon, whichever seems the most appropriate. Dean Ormston's artwork is terrifically dark (there's a great picture of four superzombies who are all shadows and slimy skin) and the whole thing leaves you waiting eagerly for Part 18 (so rush out and buy *2000AD* now, folks).

The back-up stories are very strong. *Soul Sisters* is a stupidly funny, in-jokey story of vigilante nuns. Shaky Kane's artwork adds a lot to Bishop and Stone's paper-thin story *(Ha ha! Oh, you weren't being funny. Ed)* with huge slabs of colour and chunky brushwork conjuring up a splendidly off-kilter world of weirdies. *Devlin Waugh* is a tale of vampires at large in an underwater prison (the chap of the title is a freelance exorcist brought in to save the day) with an excellent John Smith script and equally excellent Sean Phillips artwork. Very scary. The *Anderson* story is disappointing. Alan Grant's comfortably unsurprising script isn't helped by David Roach's detailed but awkwardly static artwork.

Overall, a fairly stonking magazine, with half-a-point docked for the weak *Anderson* showing, and half-a-point lost for killing off the marvellous *Devlin Waugh*. Sniff.

FLIP RATING
★★★★★

The Complete Judge Dredd 7
Fleetway/90p/Monthly
Wittily subtitled *The Law In Order*, *The Complete Judge Dredd* aims to reprint the entire run of Dredd adventures. It's fascinating to compare the earlier Dredd with the character as he appears in the contemporary *2000AD* – for one thing, in the old days he seemed to be a lot nicer! (Ah, the innocence of youth, eh?) Issue Seven holds a double interest for *2000AD* fans, for it covers the second part of *The Cursed Earth* story – veteran writer Pat Mills's first mega-epic. Y'see, back in the late 1970s, Dredd's world was a much more straightforward place. Mills hadn't yet acquired the social conscience and dose of politics which diffused his later scripts (demonstrated most of all by the horribly meaningful Nemesis Book Nine) and the stories were slam-bang action all the way.

In Issue Seven, Dredd encounters loads more antisocial people. The artwork alternates between Brian Bolland's cleanly dynamic realism and Mike McMahon's cruder but wonderfully savage work – classy stuff. In fact, thoroughly classic stuff all round – it's vintage Dredd, with lashings of wit, lines like 'No! Not... the power sword!' and plenty of violence.

IT'S A FLIP FAB!

FLIP RATING
★★★★★

CLASSIFIED CLASSIFIED CLASSIFIED

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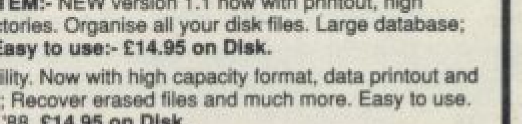
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REPLAY

It's a bit thin this month (the time of year, y'know) but Replay is just as juicy as ever. Rock to those funky bargs!

NARC



Hit Squad/£3.99 cassette (128K only)
☎ 061 832 6633

Matt Bielby (remember him?) *(Yes! Ed)* complained emphatically about the drug-orientated plot of this game when he was first let loose upon it back in early 1991. Should, he asked, brutal death really be the happiest solution to drug dealing and abuse? Mass slaughter is something we're used to in computer games and, given a suitably fictitious plot, nothing that justifiably warrants arguing with. But when we are led to believe that people are to be murdered just because they have become caught up with drugs, surely this is not acceptable. Or at least, so Matt reckoned.

Gadgy also awarded *NARC* a not-to-be-sniffed-at 72°. Hang on – 72°? What was this man on? Frankly, this is one of the worst sideways-scrolling *Robocop*-esque shoot-'em-ups that I have ever played. Okay, so he complained that it was repetitive – twelve almost identical levels (give or take the backdrops) where the action consist solely of walking along shooting people may get boring. The fact that there's no inter-acterable scenery and the way there are either no baddies on-screen, or else loads of them congregating rudely about you doesn't exactly add to the game. The large number of credits available means that games tend to take ages anyway. The chances are that, without the precision shooting needed of a *Robocop*, you'll get very bored. It's also multiload (despite being 128K only), the graphics are jerky and badly drawn, the separate key for crouch/jump is annoying and the 3D effect is totally unconvincing. I tried to track Matt down to ask him how he could have given this game such a high rating. YS is a family mag, so we are unable to print his terse but pertinent reply here.

Rich



Right sophisticated, these Narc 2000s. They can identify a suspect and pull his whole profile. But can they play *Manic Miner*? Eh? Eh?





Hello. We're the East Croydon Male Voice Choir In Dirty Raincoats and we'd like to sing you a selection of our favourite hymns. (Blam blam blam!) You scamp.



31%

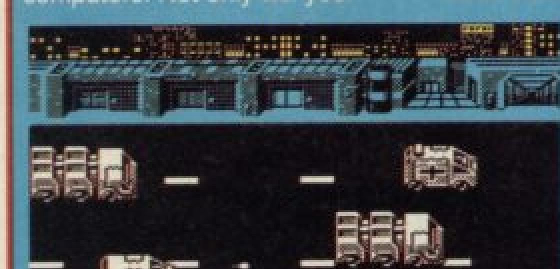
Total Recall

Hit Squad/£3.99 cassette (128K only)
☎ 061 832 6633

The first thing you'll need to know about *Total Recall* is that it's not 48K compatible, so now could be the time to cast aside your faithful rubber-keyed friend and replace him with one of those new, hot-off-the-press 128K super-computers. Not only will your friends be impressed beyond belief, but you'll also be able to load up this, one of dear old Ocean's finer film tie-ins.

Needless to say, the instant the programmers were told that they had to write a film tie-in, they rushed home and wrote a game where you're a little man who has to run around shooting things. It's not a straight shoot-'em-up, mind you, as a puzzle element has been introduced as well in the form of switches – certain switches have to be pulled as you progress to remove barriers, initiate platforms etc to open up new parts of the map. To tell the truth, it reminds me of the *Dan Dare* series of games more than anything – but where they were fast, colourful and action-packed, *Total Recall* seems a little slow, monochrome and dull in comparison. Progressing through the game merely consists of commiting the map and order of switch-pulling to memory as, providing you don't time things embarrassingly wrong, you should be able to jump all the traps and kill all the baddies with hardly a scratch. Personally, I prefer my games to have a little more excitement and unpredictability to them but what the heck, it's still quite good fun.

This then is the basic idea behind Levels One, Three and Five. They've got different graphics, but exactly the same sort of gameplay. Levels Two and Four provide a small break in the form of a sideways-scrolling car chase/shoot, but it's nothing special (in fact, it's rather crap). So then. *(So then indeed. Ed)* What have we got? A neat little platformy shoot-em-up (with an unpleasant driving bit in between levels), that's what. Why not, eh? **Rich**



Now remember Alison, before you pull out, check the rear-view mirror and switch on the indicators. Now engage warp drive and activate the plasma cannon.



That steely eye! That disregard for danger! Arnie is a tough old bird and no mistake. Oh hang on, he's not a bird at all, is he? He's an Austrian. Silly me.



76%

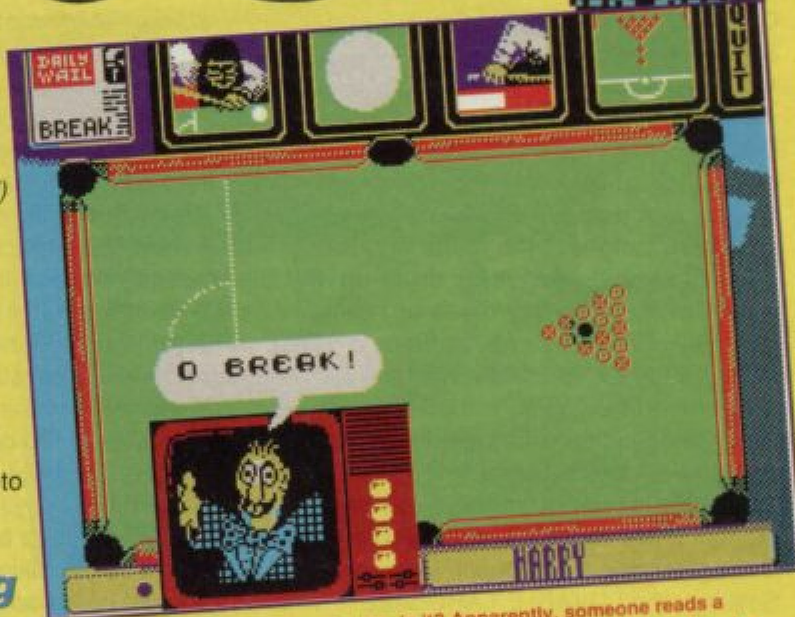
CUE BOY



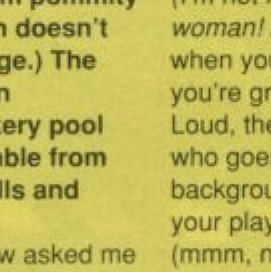
CodeMasters
(Included in *Super Sports Challenge* compilation)
☎ 0926 817595

Pom *pom* pom pommity pom pom pommity pommity *pom*. (Nah, Scott Joplin doesn't really translate to the printed page.) The Codies are aiming to hustle in on Zeppelin's territory with a snookery pool game. Guest previewer Mrs Trimble from the corner shop racks up the balls and takes her cue.

Ooo, hello. That nice young Andrew asked me to pop along and talk to you all about this new CodeMasters game. *(I didn't! I only asked her for a packet of Cheesy Wheat Crunchies. Andy)* Well, it's a combined snooker and pool sim which makes it double the value of the Zeppelin games for a start. Sadly, it's not in 3D, but it does have a plethora of options and some really smart presentation. A bit like that nice young Andrew. He's always spick and span when he comes in for his Cheesy Wheat Crunchies. Reminds me of my son Walter. He's in the army you know. *(This is your fault Andy. Ed) (No it isn't! Andy) (Hello, what's going on? Jon) (Andy's brought in a mad woman to do the* Cue Boy *preview. Ed) (I'm not responsible for this woman! Andy)* Anyway, when you start the game you're greeted by Reggie Loud, the Codies compère, who goes on madly in the background. After choosing your player and opponent (mmm, nice screens), it's onto the game proper.



Not much of a comic strip at the top, is it? Apparently, someone reads a newspaper, then they're targetted by a rifle-wielding assassin, then there's a total eclipse which spoils his aim, then there's a pitch invasion. Bit silly, really.



Amazing baize

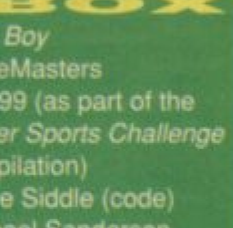
This is an overhead view sort of thing, with one big difference. When your opponent plays a shot, you get this little animation of him running around the table! If he spots a good shot he grins, if he can't find anything he gets a bit grumpy. Rather like my Walter if he doesn't get his porridge in the morning. *(Andy, please get rid of this woman. Ed) (It's nothing to do with me! Andy) (Strange friends you have, Andy. Jon) (Don't you insult my mother like that. Walter) (Oh no. Andy)*

The controls are really easy to grasp – there's a sort of icon strip at the top so you can fiddle with your next shot to your heart's content – and if you find the Speccy opponents pretty tricky to beat there's a two-player option. And if you get completely fed up with pool, you can always switch to snooker. Hurrah! *(Actually, she seems to be getting into the spirit of the thing. Ed)* From what I've been shown of it so far by that nice Andrew person, it looks as if it could very well snatch up the crown of best baizey sim. Anyone for some Cheesy Wheat Crunchies? *(Look, please go away. Andy) (Take your hands off my mother! Walter) (Take your hands off our Art Ed! Jon) (Is my Aunt Minnie in here? Dizzy blonde) (They're just not going to understand this one at all. Ed)* ✪



Oh good, an episode of Sesame Street. So which of these people is not like the other (cos he's an Ent)? Hmmm.





FAX BOX

Game	*Cue Boy*
Publisher	CodeMasters
Price	£12.99 (as part of the *Super Sports Challenge* compilation)
Programmers	Steve Siddle (code) Michael Sanderson (graphics)
Release date	November
Cheesy Wheat Crunchies	Mrs Trimble *(I have nothing to say. Andy)*

STUNTMAN SEYMOUR

TAKE 1

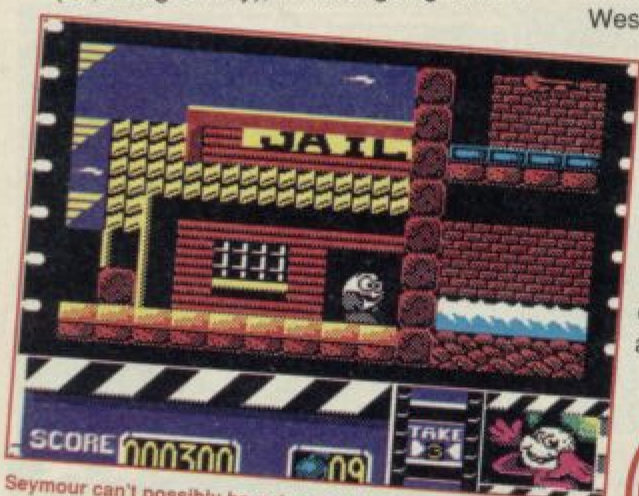
CodeMasters (As part of the *Superstar Seymour* compilation.)
☎ 0926 814132

Drive a car at very high speed into the side of a building! Seymour throws aside his Oscars and decides to take on the roughest, toughest job in the movies. Guest previewer Jon Pillar drifts up and says 'I'm ready for my close-up, Mr DeMille.' *(Erm, Jon's not actually a guest. He works here. Allegedly. Ed)*

Hello. I've overcome my natural revulsion concerning cute characters to bring you this impartial, thoroughly unbiased preview. Seymour, that repulsive offspring of Dizzy and Esther Rantzen *(Start again! Ed)* Erm, Seymour the LOVABLE LARDBALL (oh, the ignominy), in his ongoing effort to completely dominate the movie world, is now trying out for the part of a stuntman in a new gangster-cowboy-pirate-space-musical-comedy epic thang. After winning the director over at the audition (he didn't actually do anything, just walked in and fell down some stairs) Seymour has been given the job of starting a bar brawl (or something equally Westernish). To do this he advances through the level, shooting cowboys and indians (or lobbing large bombs at them) before taking on an end-of-level boss baddy type. Hmmm. Not quite the classic Western formula, is it? What about the bit where someone crashes through the balcony and falls onto a table, eh?



Tsk. Seymour's much too young to be hanging around a saloon. Unless he's just waiting for Dizzy to come out with a packet of crisps, of course. That Dizzy's known as a hard drinker, y'see. (He didn't say that, Mr Dizzy's Lawyer. Ed)

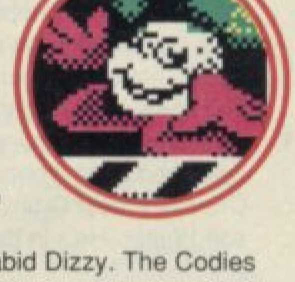


Seymour can't possibly be going to jail! He's such an upright, honest citizen. Oh, he must just be visiting some disreputable villain. Like Dizzy. (Damn. I nearly made it as well.)

Stunted Seymour

Stuntman Seymour is a violently colourful platform game. It looks as if *Turrican 2* has crashed into a paint gallery whilst carrying several exotic pizzas. The playing area whizzes around like, erm, a large amount of binary information being scrolled in machine code really. (Damn.) The baddies and backgrounds are dead detailed, and slobberingly smooth.



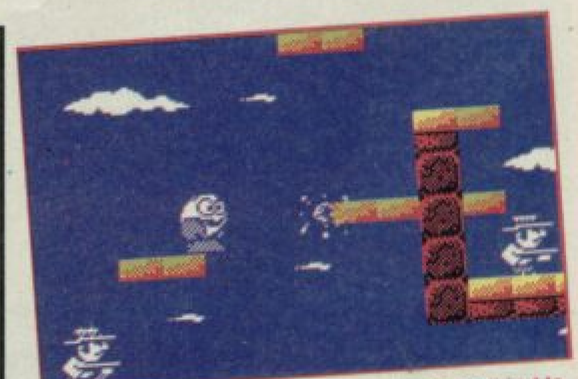


Plus, of course, there's the big advantage of not having to wander around, pick up objects and use them to solve puzzles. Hurrah! On the down side, tragically, the Seymour sprite is a total disaster. It looks like a rabid Dizzy. The Codies assure us that he'll be given an expensive facelift before we see the final game. Couldn't they just kill him off in a horrible industrial accident along with Mr Eggy? *(I've warned you about this before. Ed)* Ah well. Just daydreams. (Really nice ones, though. Heh heh.) *(Don't worry, Seymour! We still love you! Hordes of adoring CodeMasters groupies)*

TOP FIVE FAMOUS STUNTS THROUGH HISTORY

1. Julius Caesar's impressive fall down the senate steps
2. Napoleon's amusing tumble from horseback into a haystack
3. J Edgar Hoover freefalling 330ft from the roof of the Chrysler Building
4. Albert Einstein jumping six buses on a souped-up moped
5. Mother Theresa skateboarding down the side of the erupting Mount Etna





Lovely old Seymour! He's a star. Friend and confidant to millions of fans the world over. I really do admire the chap. (I'm such a hypocrite.)

FAX BOX

Game	*Stuntman Seymour*
Publisher	CodeMasters
Price	£12.99 (as part of the *Superstar Seymour* compilation)
Programmer	Andy Severn
Release date	November
Seymour's stunts	A small piece of marshmallow wearing ludicrous gloves

SERGEANT SEYMOUR

TO PROTECT AND SERVE
ROBOT COP

CodeMasters (As part of the *Superstar Seymour* compilation.)
☎ 0926 814132

Yikes! Lawless elements threaten the peaceful community of Cutecodiescharacterville, and only one fluffy lardball can save the day! Guest previewer Constable Joanna Basenji explains the police procedure behind Seymour's latest outing.

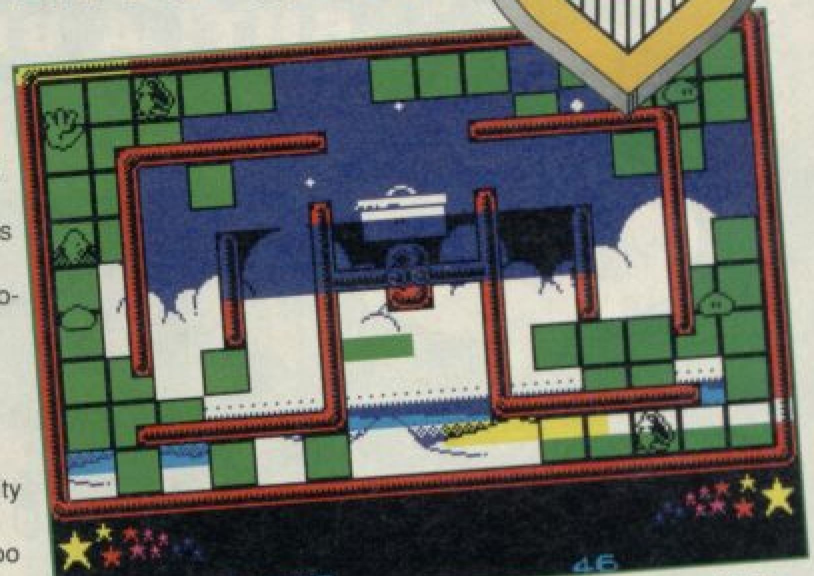


Evening all. Constable Basenji here, your friendly neighbourhood law enforcement unit and avid Speccy fan. I've been asked to take a look at this here new game starring that ever so famous lardball, Seymour. In it he does a fair impression of a local bobby and has to run around apprehending villains and stitching them up a treat.

The game looks a fair bit like that old lag *Pacman*. You sort of amble around a maze which vaguely twirls in towards the central box, where those naughty villains have their hideout. As they rush out towards you with stern frowns and bits of furniture, you have to employ the long arm of the law to teach them the error of their ways. Upon pressing the fire button, your hand whips away from your body and grabs a baddy by the shoulder. (It's a robotic attachment – the wonders of modern science, eh?) Once in custody, there's only one thing to do with a villain, and that's to whirl him around your head and slam him into the nearest wall. (It's the '90s equivalent of a sharp clip round the ear, you know.) Once the scampish outlaw has been so reprimanded, he'll rush off to get a job and join a charitable society, leaving behind a token of his appreciation at being saved from himself.



Picking up these tokens give you extra powers, such as go-faster stripes, a stunner and a machine gun. (Community policing, eh?) The best of all is invincibility – it gives Seymour a little flashing light and a woo-woo siren. Woo woo! Eeeyaaaoooo. Woo woo! *(Steady on Constable. Ed)*

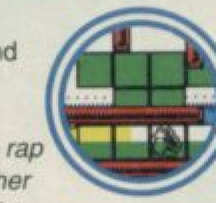


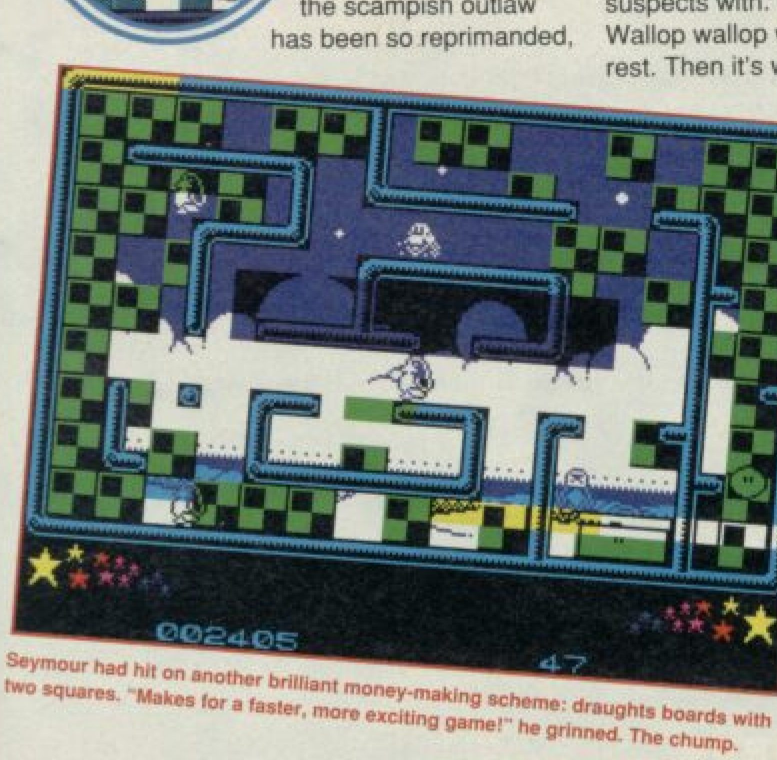
Seymour's over on the left. I'd say "Give the man a hand!" but for two things. One, Seymour's not a man, he's a chunk of lard. Secondly, saying "Give the man a hand!" for comedic effect is an offence punishable by twenty years in prison.



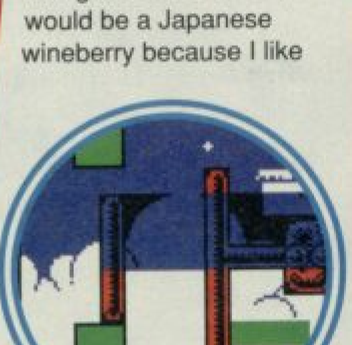
Here's Sgt Seymour in action. He's just picked up one villain and thrown him bodily at another. Now he's saying "Halt! You're under arrest." Scampish Sgt Seymour!

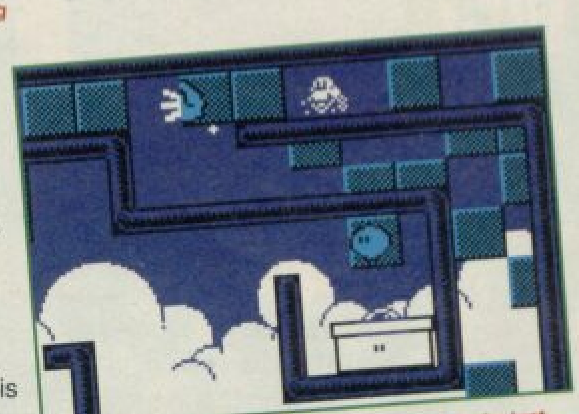
After Seymour's captured the villains on one level, he moves onto the next. Rather logical, really. There are five zones of ten levels each, with each zone having two bonus areas. So it's pretty big. Rather like the nice rubber truncheon I wallop suspects with. Wallop wallop wallop! it goes. Wallop wallop wallop! Then I have a bit of a rest. Then it's wallop wallop wallop! again... sorry, got a bit carried away there. Although this is an early version of the game, *Sergeant Seymour* is already looking good. It's very, very playable. If this game were a fruit, it would be a Japanese wineberry because I like Japanese wineberries and find them very, very playable. *(I think the Constable needs a sharp rap about the chops to bring her back to her senses. Ed)* The graphics in the game are wee but smooth and action-packed and there's lots (and lots) of 128K sound effects. And rather nice they sound too. Not as nice as the woo-woo siren though. Woo woo! *(Slap! Ed)* Here! I'll have you know you're assaulting a police officer in the course of her duty. It's a long stretch in the big house for you, my lass. *(Help! Ed)*





Seymour had hit on another brilliant money-making scheme: draughts boards with two squares. "Makes for a faster, more exciting game!" he grinned. The chump.





Gosh, that sprite in the middle of the screen looks just like a jack-in-the-box. Sproing! *(Poor lad. It's the strain of pretending to like Seymour for two whole captions. Ed)*

FAX BOX

Game	*Sergeant Seymour – Robot Cop*
Publisher	CodeMasters
Price	£12.99 (included in the *Superstar Seymour* compilation)
Game design	Big Red Software
Programmers	Dave Spicer (code) Jason Brashill (graphics) Allister Brimble (music)
Release date	November
Sentence	90 days



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1. *Final Fight* character or Neighbours character. (4)
2. Could be Cyber, could be Astro. (4)
4. The gargantuan Ruskie from Street Fighter 2. (7)
5. Zeppelin's speedy shellback. (5)
8. You could go to this Temple, or Beyond this place. (3)

ACROSS
3. US Gold's pilfering brothers. (7)
5. '..... Bizarre'. Highly crap old game set in a factory. (3)
6. Dizzy's one. (Hard, or what?) (3)
7. '... Over Moscow'. Ancient and controversial US Gold blast. (4)
9. A gastropod. (4)

Send your answers to: YS October Crossword, YS, 30 Monmouth Street, Bath, Avon, BA1 2BW. The winner gets some YS goodies! Thanks to Leigh Loveday for the crossword. If any of you fancy trying your hand at a crossword, then just send one in. If it's any good, we'll print it.

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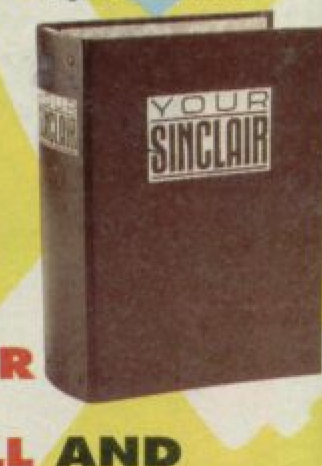


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In the top people's favourite Spec mag...

✿ Loads of incredible special features and things that we're not allowed to tell you about yet! Needless to say, it's going to be amazing.

✿ And just because we're going to have lovingly-crafted extra bits doesn't mean we're going to stint on the regulars!
The jugglers don their fave fighting gear and do battle with all manner of futuristic space monsters. (And probably quite a few cuties too.) Honestly, will these people stop at nothing? Well, no! Not when it comes to getting in those richly written reviews and painstakingly prepared previews!

✿ Also getting into the spirit of things are Letters, Adventures, Flip!, Haylp! Pitstop and anybody else who wants to join in.

✿ Plus! The Mag 7 rides again! If you're on the wrong side of the law, this can be a truly terrifying experience – all those guns and things! Just tell it you're a Spec-chum and you'll be fine!

1 WAS WONDERFUL, 2 WAS TERRIFIC, 3 IS THE ULTIMATE CHALLENGE!

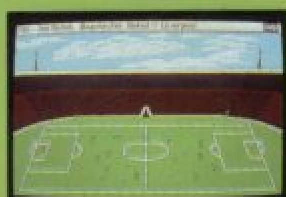
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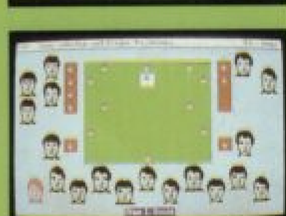


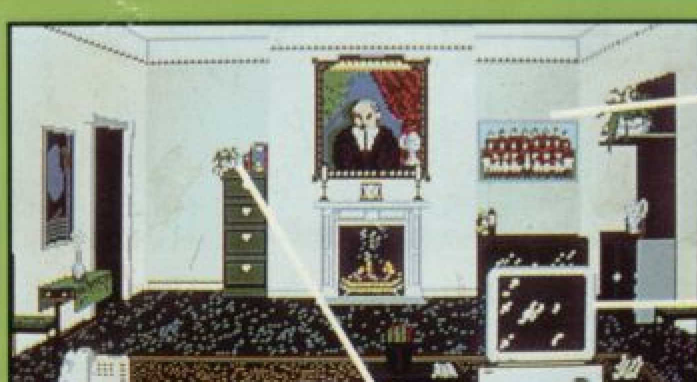
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